PLUS INSIDE: TUNNEL B1 • SUIKODEN • ALPINE RACER 2 • RE-LOADED • S.F. RUSH

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STRATEGIES, TRICKS & ARCADE

EGM²

SHADOWS OF THE EMPIRE

DONKEY KONG COUNTRY 3

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MARIO KART 64

MEGA MAN 8

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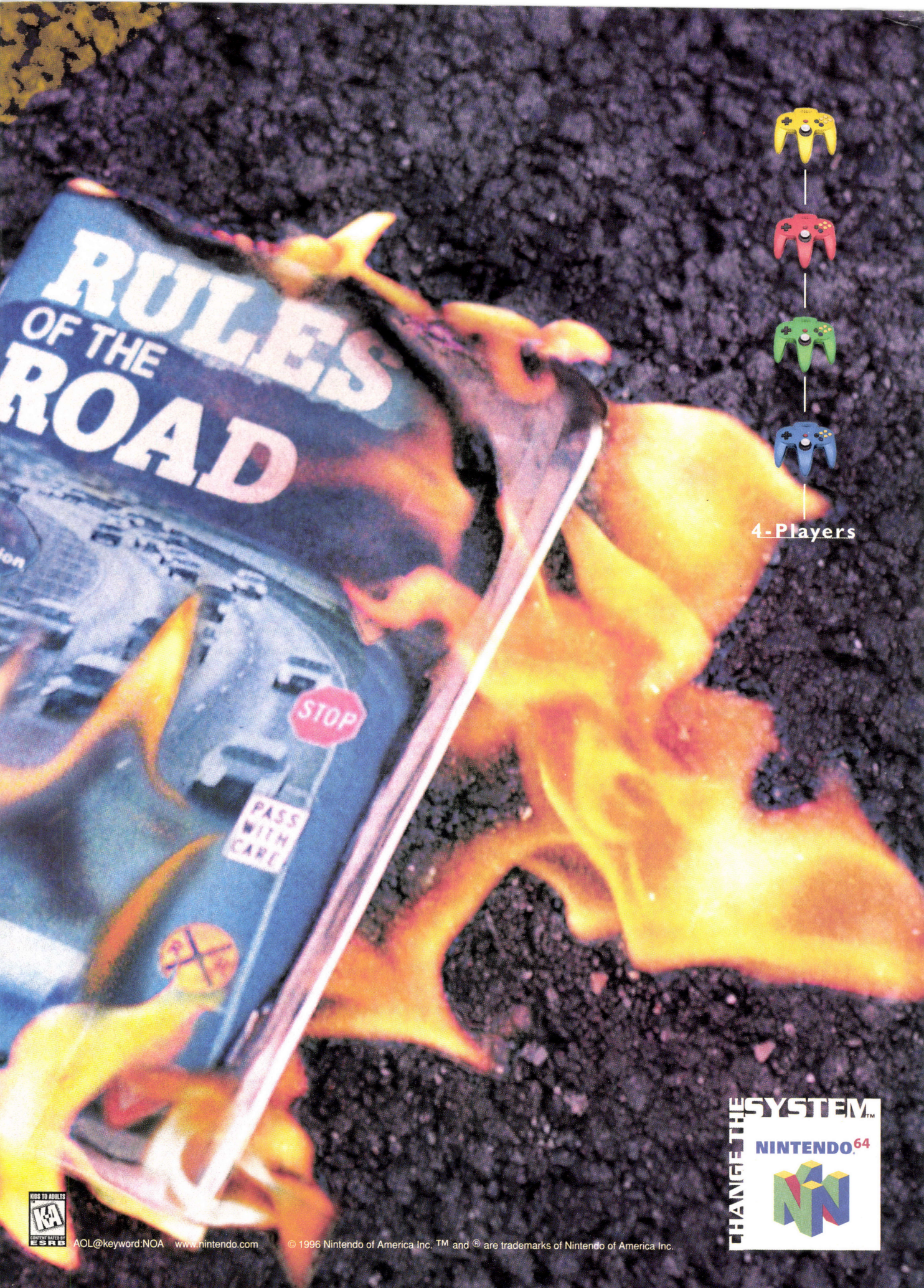
PlayStation • Nintendo 64 • Saturn • Arcade • Super NES • Genesis • 3DO • Import

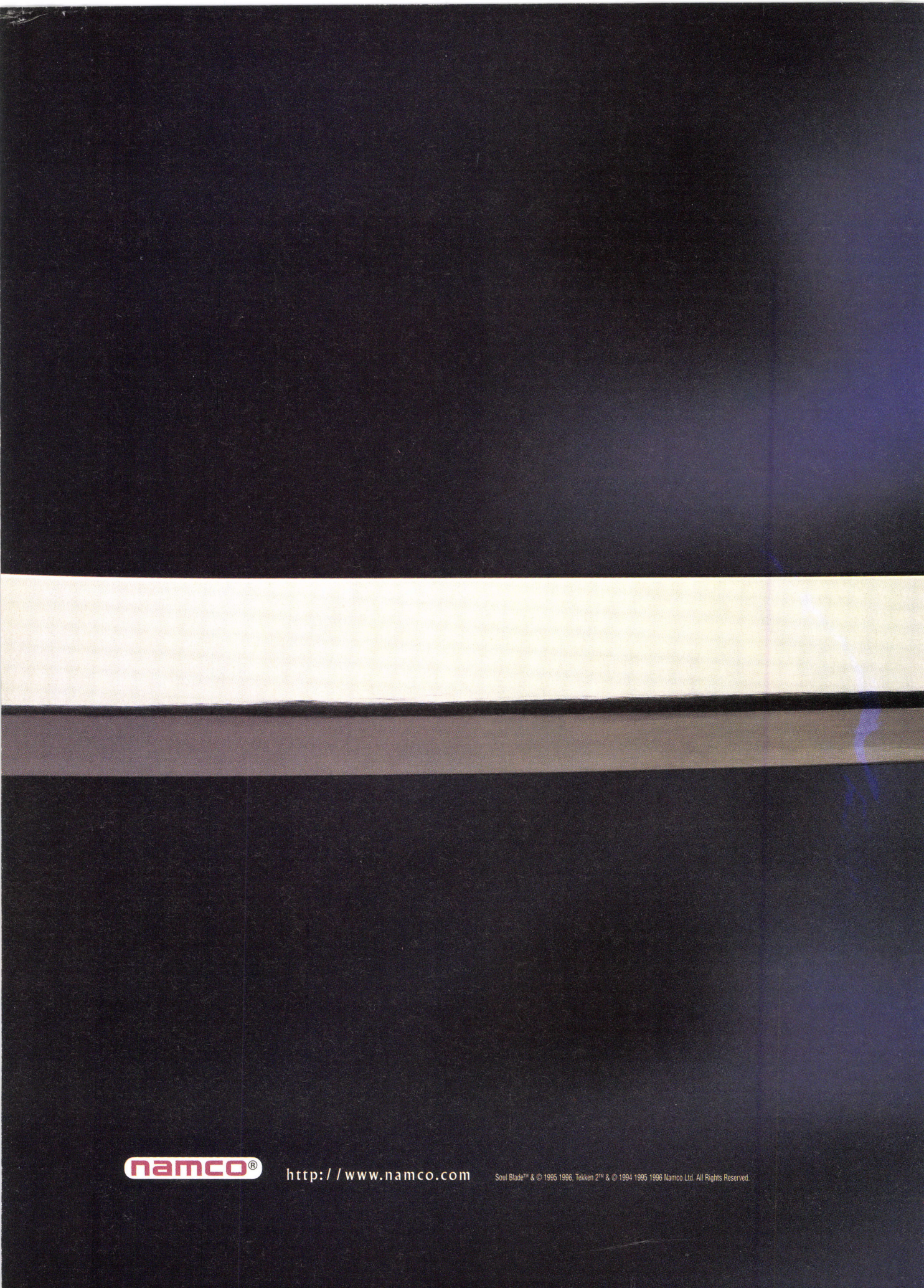
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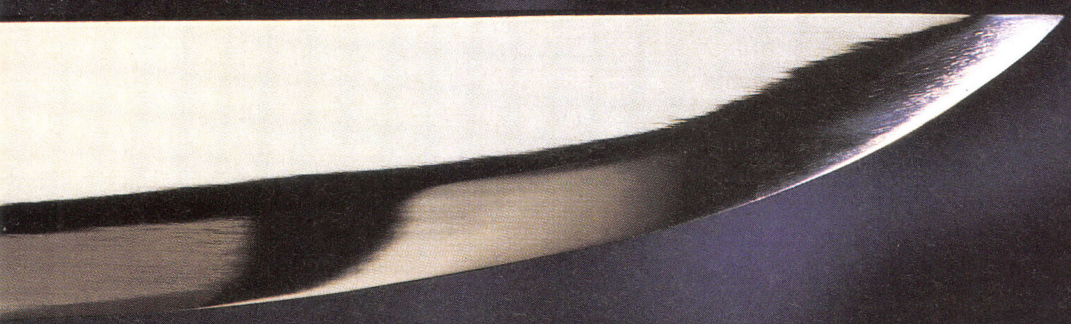
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EGM²

February, 1997
Number 3.7

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R-E-S-P-E-C-T....



BY HOWARD "HAIR" GROSSMAN
EDITOR IN CHIEF

There was a lot of hype generated over the Nintendo 64 this holiday season. Beside the infamous Tickle Me Elmo doll, the system was said to be the most wanted "toy" and therefore the most elusive find of the season. This is not to say that lesser amounts of PlayStations and Saturns were sold. In fact, whether they received the wanton desire or not, they both had more hardware and software units available. Sure the intense rush for the top toy had everyone scouting stores, but if they came up short, what do you think they bought? Also, take into consideration that the games were as rare as the system itself which was a headache and a half that I'm sure parents weren't too pleased about either. Still, no matter what games or systems you might have gotten this holiday season, what I find more compelling than the masses muscling over a "toy" is the hype and the desire behind it.

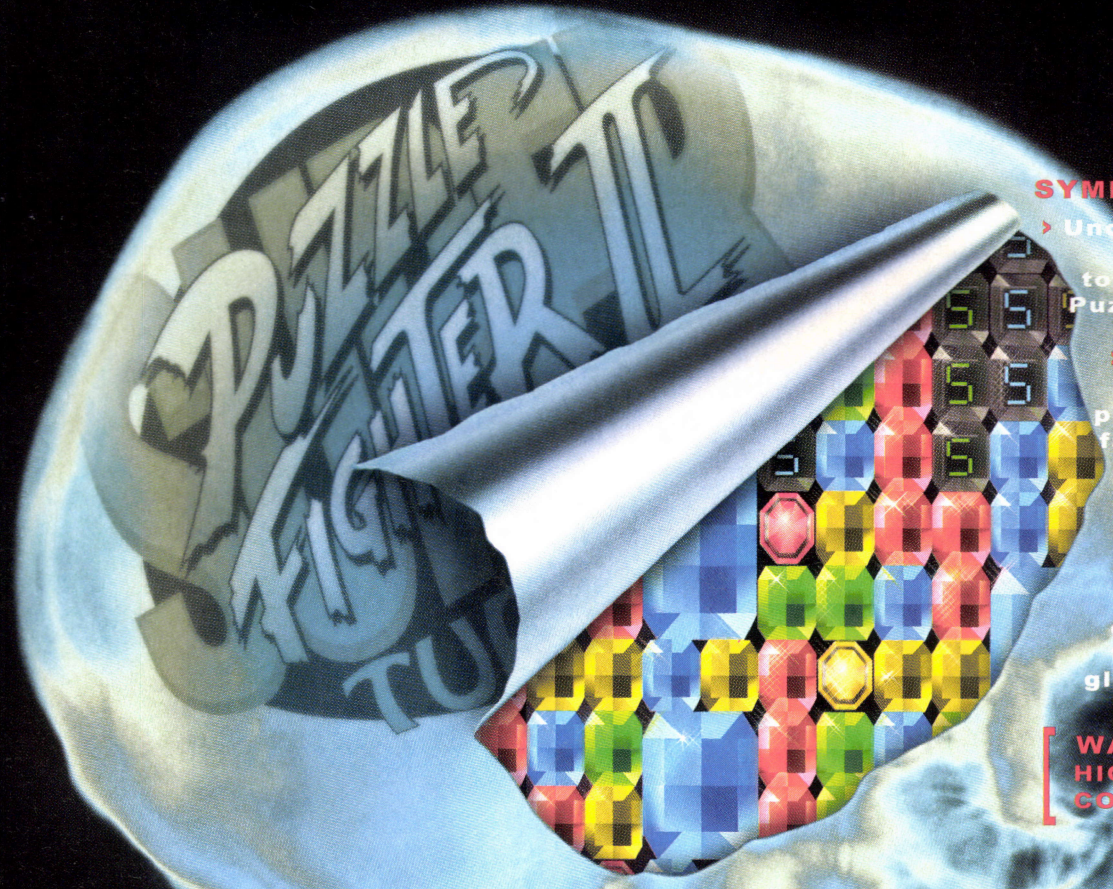
Why is it that people will stand in line or are willing to pay black-market prices to get their hands on an N64? Unfortunately, its chief reason is probably the hype of how great it is or is supposed to be. Yet, even before we had it beaten into our heads that this was the best thing since five tokens for a dollar, there was the initial and underlying respect. I am an avid computer and arcade gamer, as well as a console player, so I must admit that although the games are great for the N64, I wasn't hypnotized with the infatuation. I knew I'd like the system and the games without seeing them simply because I respect the quality of games Nintendo has shown they can deliver.

Now this may sound like some big pat on the back (or a complete sucking up) for the big N, but I had to buy my system just like everyone else, and I certainly don't receive any special treatment from them. In fact, it sometimes seems that they are so sure of themselves that they ignore the little guy. Still, the fact remains that several of the great classic games and innovations were not only on the Super NES but they were Nintendo games like Mario, Zelda, Metroid, etc...I think there is a lot to be said for a company that took the time and "did it right." Sure the system is late, but most would say it was worth the wait.

What I'd like to point out is not merely what they did in the past or their Cabbage Patch-marketing/availability plan, but the fact that they earned many gamers' respect over the years and that alone is enough to foster a "relationship" of trust in them. Respect can be defined as regard for and appreciation of worth; honor and esteem. Because Nintendo earned many gamers' respect, I think they have generated a loyalty that is not much different than that in many relationships. Respect is a hard thing to earn, especially from a realist like myself who knows about political deals and companies' bottom lines. However, through the appreciation of quality and worth, I have respect for their products, as do many gamers— both new and old. Whether the "relationship" was fostered from many years back on the NES or as recent as the N64, their determination of quality has earned them a place in people's minds as a top-notch company. This is where I believe the hype really came from— not just a bunch of flashy commercials or ads that may have persuaded a few. It was the realization of the respect that we counted on them to have and the joy and anticipation of seeing that realization even better than we imagined it. This is not to say that the big N will retain that respect forever. It must be reassured with each release of their games. I should also state clearly that my respect for Nintendo is largely for the team and the individuals who demand respect through their work, not simply the corporation. As a company they have done a great deal in their own right, but I believe it is what's inside that makes it possible. As a company, I'm sure they pull it all together, but whether it's one or many, there is respect for what they create and their level of achievement. Now if they'd only return my calls...

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[DIAGNOSIS › MIND BLOCK]



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› Uncontrollable compulsion to play Super Puzzle Fighter

› Obsession with color patterns and falling gems

› Victory induced Euphoria

› Extreme competitive tendencies: gloating, etc.

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› Continue regimen of frequent game playing

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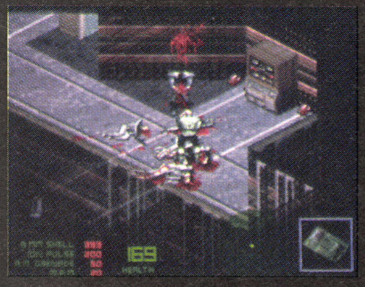


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GameFan

"A must for lovers of challenging, violent games."
EGM

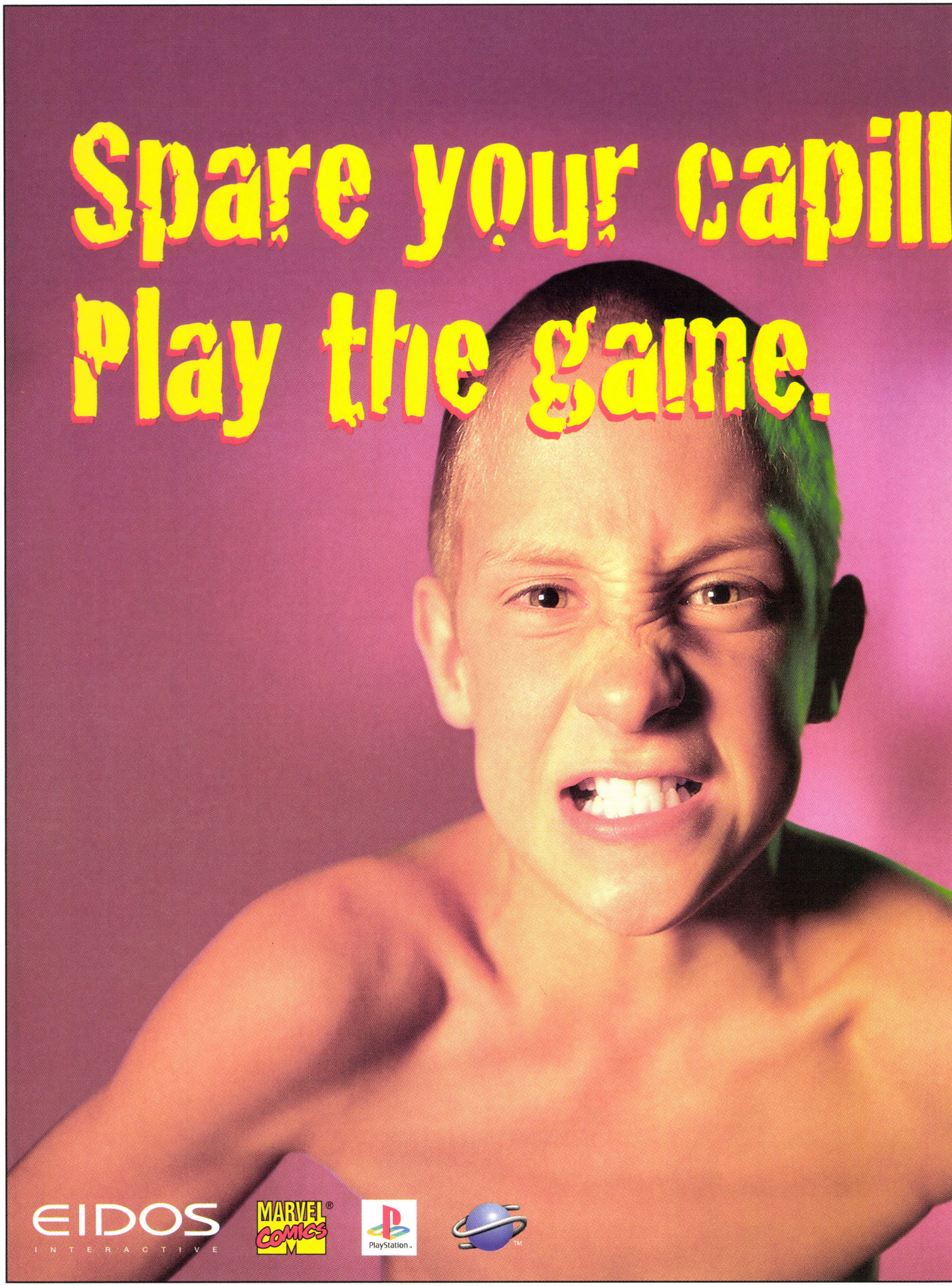




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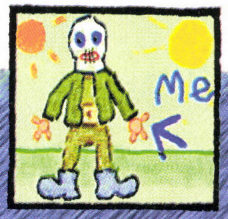
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42 re-loaded
Feel like clowning around? If you enter in this code, you can play as the old killer clown, Fwank.

36 legacy of kain
Need a blood filler? By plugging in the blood cheat, you'll always be satisfied



43 area 51
View the world through alien-tinted glasses, then go out and kill the "bad" guys.

38 sfa2
You'll be saying, "Good day, mate," if you access the hidden background code.



34 trick of the month
sonic 3D blast
You'll be able to receive different items such as lives by entering the Cheat Mode trick.



strategies

get your motors running and head out on the Mario highway!



Mario Kart 64 is born to be wild, and it is the latest Mario game to hit the Nintendo 64. This racer pits characters from the Mario series against each other either in a drag race or a bumper car-type derby where you can shoot shells and banana peels at the opposition. Inside this issue, find out the pros and cons of each driver and how to handle the more difficult levels. The story begins on PAGE 56.

"You can now play with up to four other racers simultaneously, thanks to the N64's four controller slots."

feel the power of the Force in Shadows of the Empire!

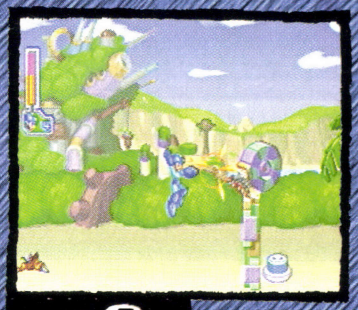


70

You might think you are impressive to some gamers when you are playing this *Star Wars* game. But if you don't read this guide, you aren't a Jedi yet! The main focus of the game (besides trying to keep your hide intact) is trying to find Challenge Points. *EGM*'s guide will help you locate the more elusive items. Do you have what it takes to beat the evil Empire, or will you remain just a rookie? The action starts on PAGE 70.

"Collect all of the Challenge Points, and you will receive a special treat...but this depends on the difficulty setting."

mega man 8 brings together some new and old faces on the PS!



112

After setting out to investigate a mysterious occurrence, Mega Man finds out that his old nemesis is up to no good...again. This next installment (numbering eight) hits the PlayStation with awesome graphics, sounds and gameplay. Although Rush is there to give you somewhat of a helping hand, you'll need this strategy guide to help you through the more difficult levels and Bosses. Inside, it will tell you what weapon to use as well as when to discard the weapon or to hold on to it for future use. The action starts on PAGE 112.

"Capcom was wise to add some really interesting gameplay, thanks to the newer resources of the PlayStation..."

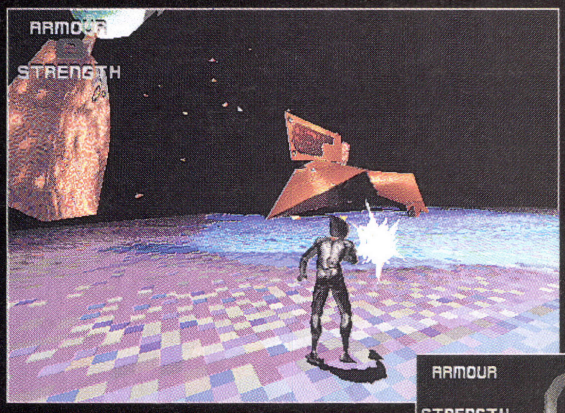
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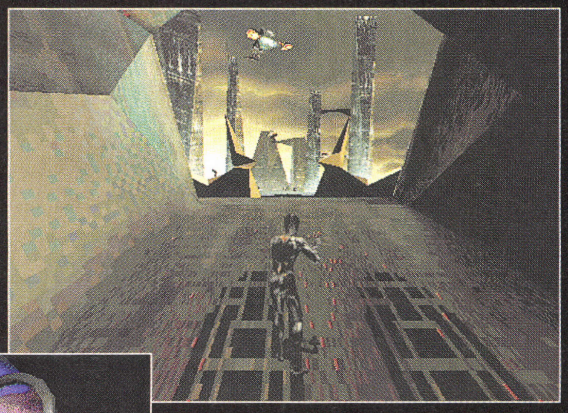


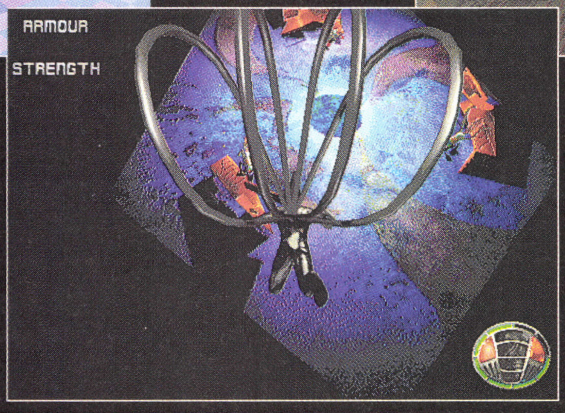
learn to command your troops and conquer your enemies from the couch!

The long-praised PC hit is finally making its way to the home console systems. Command & Conquer is like no other strategy game to date. With its in-depth gameplay and missions, its difficulty level will frustrate any armchair general. However, with our helpful suggestions, you will be able to send the bad guys running. The action starts on PAGE 120.

"One of the best ways to take out turrets is to send in a group of infantry...it'll take longer for the turret to hit the troops..."







"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."
– PC GAMER

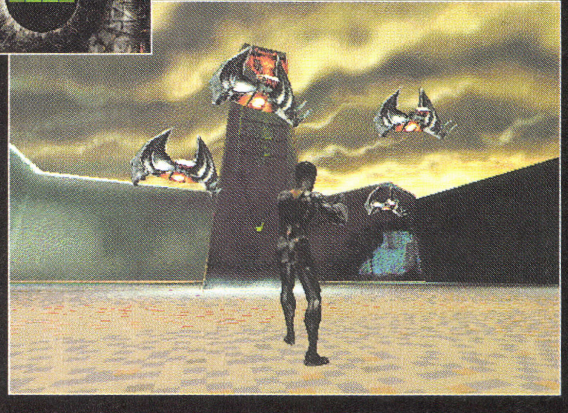
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– GAMEFAN

ON A GOOD DAY, ONLY 2.5

"There are too many innovations...to list here."
– COMPUTER PLAYER







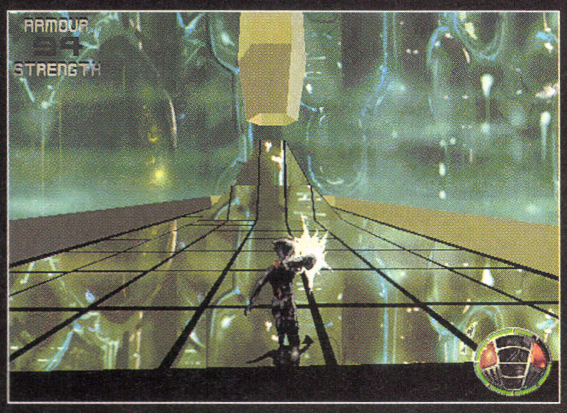
Actual screen shots

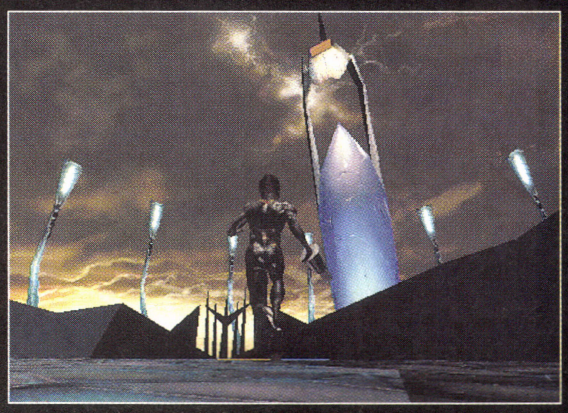
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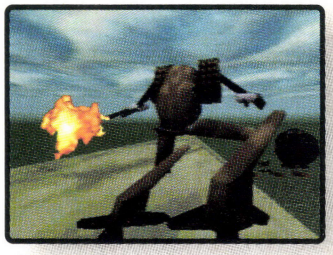
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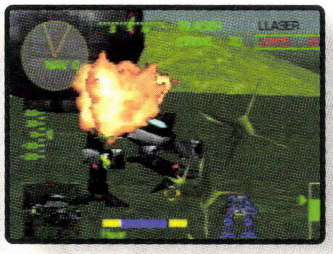


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www.activision.com

INTERFACE
Strategy Talk

LETTER OF THE MONTH

Saturn's future has gamer wondering, "How much longer?"

Dear EGM²,

I cannot understand Sega, and I am beginning to believe that their current promotion is a last-ditch attempt to save the Saturn from extinction. This promotion gives you three free games if you purchase a Saturn. It is a great promotion that, unfortunately, nobody knows about. I saw it mentioned at the end of one of their TV commercials and thought that this was a terrific marketing strategy.

However, I have not seen this promotion mentioned on any of their other TV commercials. Why? Also, I haven't seen any posters or displays in any stores about this promotion. Why?

Another terrific product for the Saturn is the Sega NetLink. Internet access for under $400 would probably appeal to the mass market if the mass market knew about it. I haven't seen one TV commercial on it and would not know about this product if I did not read your magazine.

I own all three systems and enjoy all three. I would like to see them all succeed. I just fear that the Saturn is going down the tubes and may be discontinued prematurely. What is your opinion regarding this situation, and what do you think of the Saturn's longevity on the market?

Jeffrey Kramer
Sunrise, FL

Well, Jeffrey, we've seen the three-pack deal advertised quite a bit. Its deadline has been extended to March 31 because of its popularity, too! In fact, according to Sega, their hardware sales have increased 500 percent. So some gamers must have seen and been influenced by the ad.

As well, the Sega NetLink has also been advertising heavily. In fact, Sega wants to use this Internet system to connect every U.S. school.

As with any game system, the game quality is what keeps the system going. As long as the Saturn keeps making quality games, it should be around for quite some time!

Jeffrey won an Acclaim hot, Dual Turbo Wireless Remote System.



Independence

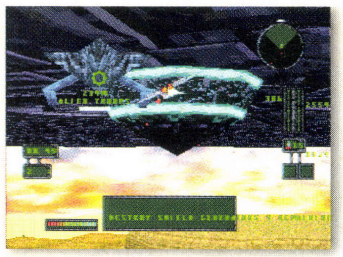
Dear EGM²,

Is there going to be an ID4 game coming out soon?

Tom JohnSon
Phoenix, AZ

PlayStation and Saturn owners should look for this game to hit their system sometime at the beginning of this year.

ID4 takes place during the movie's numerous dogfights with the aliens' dreaded ships. (Footage from the movie accompanies the action.) There are many fighting locations



ID4 has you in a dogfight against near-invincible aliens!

GAMERS' FORUM

Gamers' Forum goes above and beyond the normal letters section. Inside, learn who's scored big, gripe about gaming wrongdoings, find out what bigwig said what about whom, throw around some trash talk, check out the coolest envelope art around and, of course, learn the answers to some of the toughest strategy questions plaguing the gaming world.

As always, write to us at:
EGM² Gamers' Forum
1920 Highland Ave. Suite 222
Lombard, IL 60148

Remember to always include your name and complete mailing address when submitting letters for Letter of the Month (even when e-mailing!).

The Blackboard

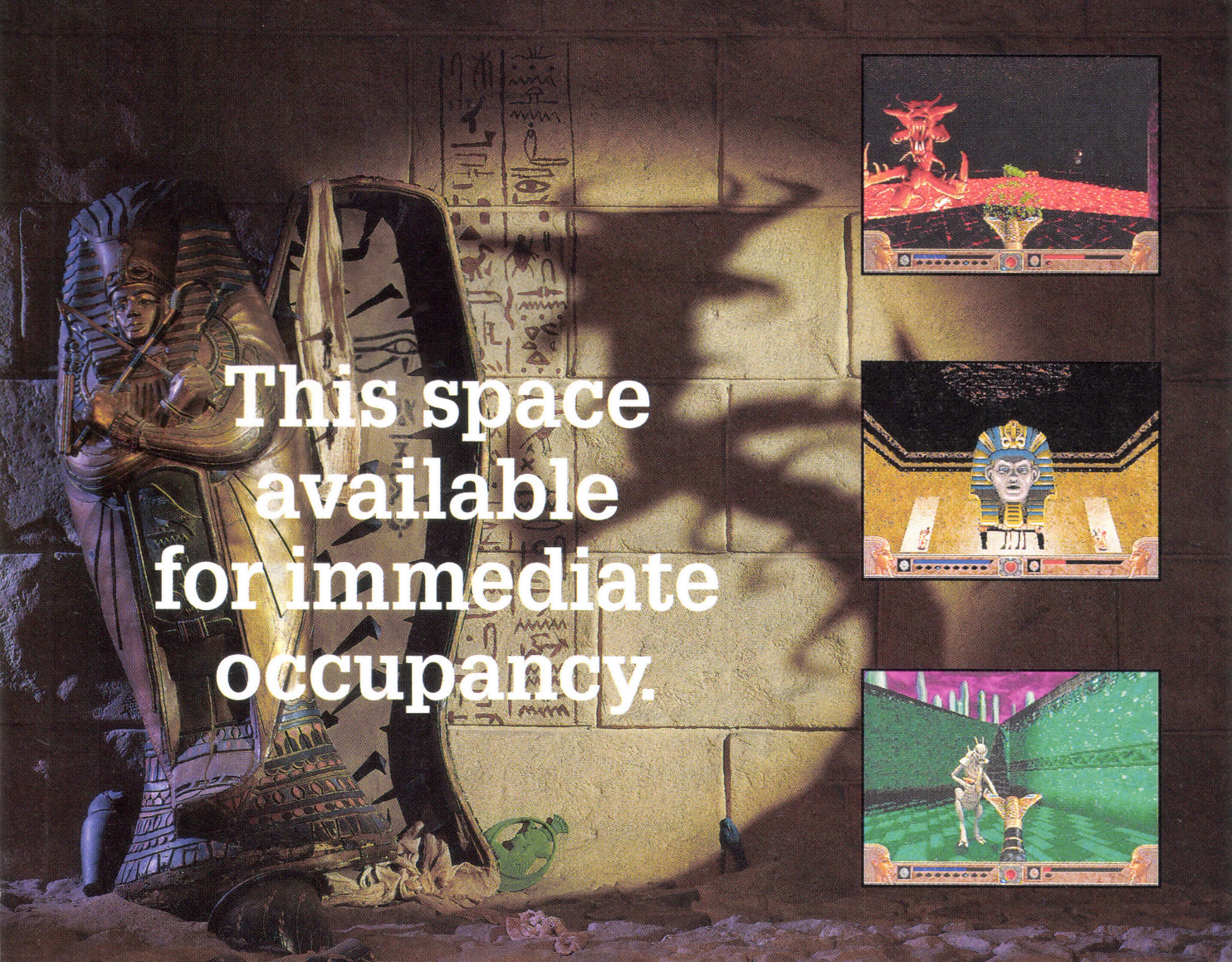
WANTED:

EGM² is looking for the hottest local talent to participate in several secret projects we have in store for the new year. We are looking for loyal people with experience in several categories to work with the *EGM²* crew on some special assignments. The positions aren't permanent and are more geared toward fans of the industry with extra time and the skill to match. So if you're a GAMING GURU who is also a SKILLED ARTIST, or EXPERIENCED LAYOUT person, drop us a line. Please also include some samples of your work to:

EGM² Special Project
1920 Highland Ave. Suite 222
Lombard, Il 60148

Let us know how we're doing. Drop us a line and be a part of the mag, or just complain about what you want to see. Whatever you have to say, we want to hear it and help make this magazine the best on the planet. Write us via snail mail or hop on the Net and drop us a line. We love getting feedback and want to make this mag as useful, informative and fun as possible.

If you have Internet access, you must check out *EGM²*'s strategies and tricks on the World Wide Web via the NUKE home page at www.nuke.com. Be sure to look for the weekly chats and awesome upcoming news articles from *EGM* as well. Send any mag comments directly to egm@mcs.com.



The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg…or worse.

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such as Antarctica, Cape Canaveral and underneath an alien mothership.

Sonic blunder?

Dear EGM²,

I read somewhere about a game called Sonic X-treme for the Saturn. I think it is now called Sonic 3D Blast. What happened to the game's looks?

I mean the levels are not the same and Sega changed the name. Not only that, the Genesis version is almost graphically the same except for the bonus stages. So, my question again is: What happened to the truly 3-D pictures I saw.

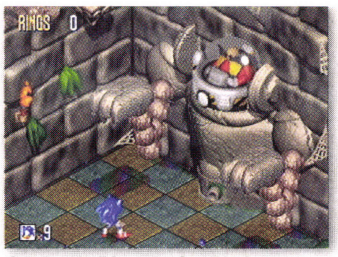
Could there be two different games? Please tell me what happened to Sonic X-treme and did the Sonic team work on Sonic 3D Blast?

Joseph Crotty
Elizabeth, NJ

You are mistaken, Joseph. Sonic X-treme and Sonic 3D Blast are two separate games.

Sonic X-treme was supposed to be released around the same time as Blast, however Sega sent it back to be fine-tuned—better gameplay and more levels.

Gamers can expect to see X-treme sometime this year. And Joseph, you won't be disappointed. Stay tuned here for more Sonic info.



Sonic 3D Blast is Sega's latest hedgehog game!



Sonic X-treme went back for some x-tra tweaking!

Take a tumble

Dear EGM²,

First, let me compliment you on what a great video game magazine you are. Now to my question.

I am a proud Sony PlayStation owner and an avid gymnastics fan. I was wondering that since the women's gymnastics team (a.k.a "The Magnificent Seven") was so successful in winning their first gold medal, if the video game designers were planning on creating a video game based on them?

I think that since they are writing books, going on nationwide tours and appearing on talk shows, they should have a video game also.

Could you please let me know if there are any plans of doing so? Thanks!

Joshua Cabulong
Los Angeles, CA

Although there are a lot of Olympic games out there, to our knowledge no one is working on a gymnastics game.

Too young to die

Dear EGM²,

I'm currently the proud owner of both the Sony PlayStation and the Sega Saturn with software in excess of 60+ games. My question, however, isn't concerning these 32-Bit systems. Instead, I'd like to know something concerning my first 32-Bit system: the 32X.

In my opinion, the software developers, third-party as well as Sega themselves, never pushed this hardware to its peek potential. Software development was stopped

SPEAKOUT!

Fed up with current gaming trends? Is there something that really bugs you about games or the gaming industry? Don't just gripe among friends, do it in public! Send your comments to *EGM²* Gamers' Forum and speak your mind!

Nothing I've played on my N64 or have read about on the system has excited me. Just look at the controller—that should be your first indication that the system is just another over-priced toy. If I wanted to play with toys and buy over-priced CARTRIDGES, I'd still be playing with my Genesis or Super NES. I guess I'll just put it in my closet with my 3DO and Jaguar!

Joe Chandler; Mansfield, Ohio

I am a recent PlayStation owner and now I'm hearing rumors about a PS2! The system hasn't been out for more than two years and they want to upgrade? Sony probably hasn't even hit the PS' full potential and now they want to dump it for another version? Look at the Super NES and the DKC series...Companies should tap their systems' capabilities before switching over to a "better" system!

Oliver Finch; Jonestown, MT

I have a problem with all the whiny kids, parents and senators moanin' about violence. Just because I play a few rounds of MK on the PS doesn't mean I'm gonna go out and tear someone's head off. There are more important things to be concerned about: drugs, gangs, etc.!

Phil Lindsay; Okoboji, Iowa

Q&A

Here it is, the monthly feedback column where we (or you) pose a specific question and everyone writes his/her views. Let's get REAL!

Here are more responses to the Q&A from our October issue. Thanks to everyone who wrote in with their opinion!

I agree with the editorial Howard Grossman wrote in *EGM²* #28. Most companies today seem to be rehashing the same tired themes with improved graphics and sound. All of the new eye-candy is nice, but it doesn't make a game fun to play.

My friends and I agree that we have the most fun playing 16-Bit titles like Tetris Attack, Super Mario Kart, Super Bomberman, etc. Companies should realize that nice graphics may lure kids into buying a game, but older gamers need to see some substance in a game before they shell out their cash.

I think it's good to stop and think for a second while you're playing Crash Bandicoot, NiGHTS or Mario 64 and ask yourself, "Why am I playing this game?" Is it because it's fun or has it become a habit to play any game that comes out?

My next-door neighbor is a good illustration. He owns a PlayStation and buys every new game that comes out. However, what games do I see him play more often? Not Tekken 2. Not SFA2. Not Crash Bandicoot. His favorite game is Pac-Man on Namco's Arcade Classics!

Michael Walker
Berkeley, CA

I'm writing to you in response to what Howard Grossman said in his editorial in the October issue of *EGM²*.

I agree with his statement, that many people say the 16-Bit is dead or should be, but I don't feel that way. The 16-Bit systems have as many great games as the 32- and 64-Bit systems.

Just because the games are on new, higher-Bit systems, people rush to get them because they are on the next-gen systems. It shouldn't be the Bits that sell the game, but the visuals, sound, originality and creativity.

Speaking of creativity, many games are almost the same. We really need some new material for us gamers.

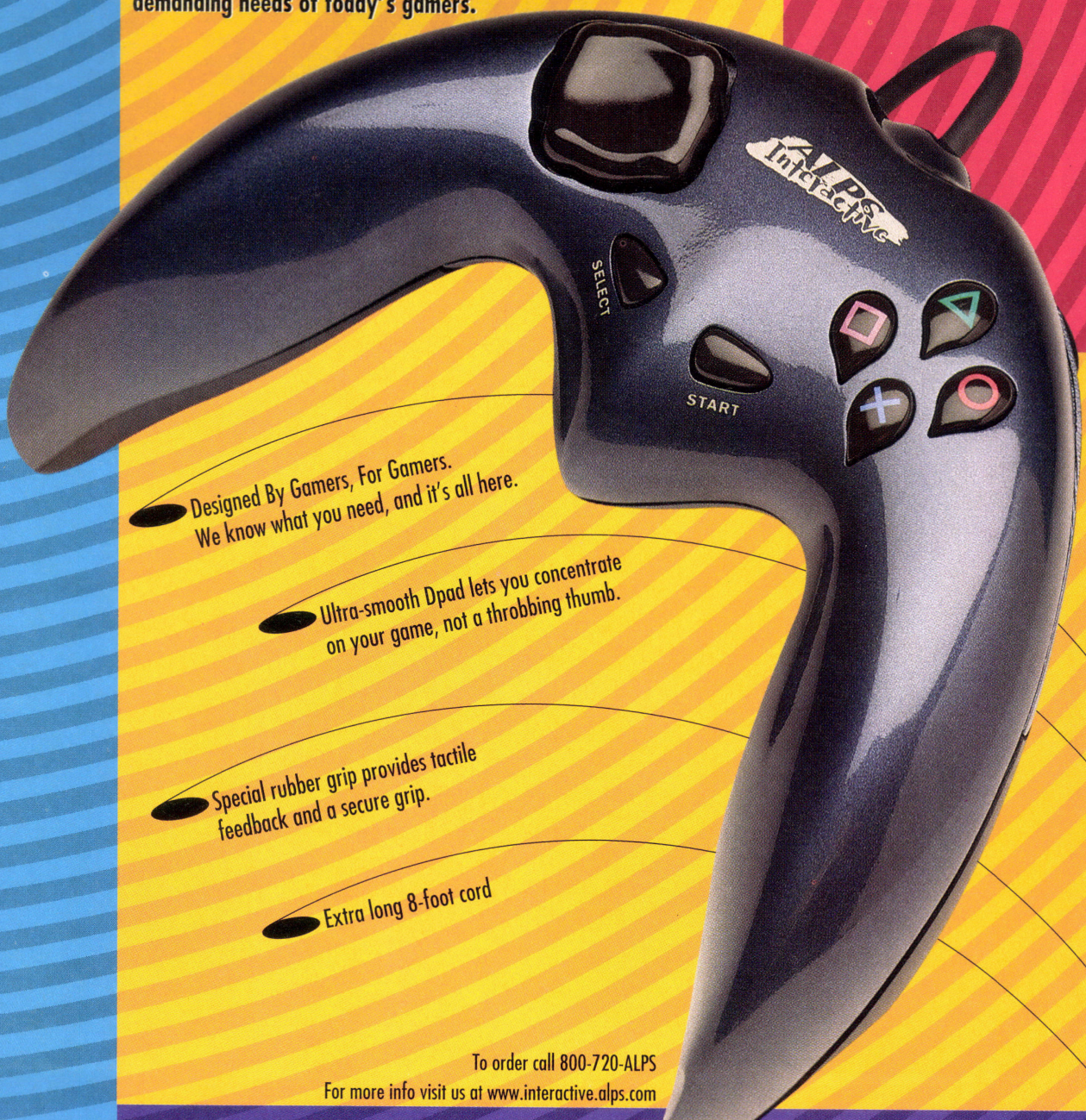
Jacob McFarlane
Branford, CT

Q&A question:
Gamers, what are your feelings on the recent system bashing going on during TV commercials? Is it helping or hindering their business? Do gamers find the ads funny, or do they cause certain system owners to rally for their system? We'll publish the best responses in future issues of *EGM²*!

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ALPS Interactive™



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REMEMBER WHY YOU STARTED PLAYING VIDEO GAMES IN THE FIRST PLACE?

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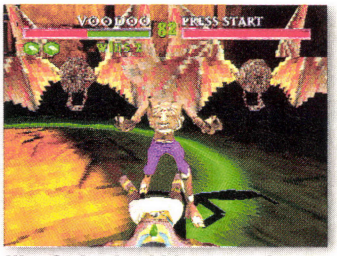
before utilizing the max power of this hardware add-on.

Even though the system lacks the polygon-crunching power of the next-generation systems, it possesses some of the same features (to a lesser degree). The 32X add-on, coupled with storage and memory capabilities of the Sega CD, could have been used to make games far more superior than the ones I've seen for this system.

However, the average 32X games were nothing more than a 16-Bit game with more color. If my assumptions are correct, then I feel I've been somewhat cheated. If they aren't, I feel even that more cheated.

Leroy Brown
Gray, IN

True, it does seem that the 32X was abandoned before it really was given a chance to shine. It seemed like Sega had too many systems being released and couldn't focus on their main star (planet?) the Saturn. This is a common problem with technology where something is released to the market only to be obsolete in the lab. In other words, other systems are constantly being worked on but only certain versions make it to the public. Unfortunately by the time they "perfect" the marketable version, the labs have already found a new "system." However, companies should support their existing systems with all their effort rather than just release several stepping stones.



War Gods should be as cool on the PS as it was in the arcades.

Oh, gods!

***Dear EGM², ***

Recently, I've become hooked on the arcade game called War Gods. I've noticed that your magazine is the only one really hyping it.

So I decided to ask you this question: Will it be coming to the home systems?

Ryan Marks
Chicago, IL

War Gods will be coming to the PlayStation. It should be released sometime in March.

***Please note that we receive thousands of letters daily, and, although we would like to, we cannot answer each one personally. This also means we cannot send codes or tricks to gamers... even if gamers send money! If you have any questions and/or problems with your *EGM²* subscription please write to:

EGM² Customer Service
P.O. Box 55371
Boulder, CO 80322-5371

Trash Talk

Dish out some of your best intimidating and taunting comments (no swearing!).

Excuse me if I'm not impressed.

I could've phoned that one in.

Feel like wasting some more of your quarters?

Maybe next time I'll break a sweat?

Chris Rickman
via E-mail

Is that the only move you know?

What a devastating three-hit combo!

Joseph Busswell
Coushatta, LA

What If?

Okay, here's another chance to let your creativity really shine! Send your "What Ifs" in and maybe they'll get published in our mag! All you have to do is think of the weirdest possible thing that you can imagine and write it down! Easy enough!

...Santa Claus was arrested for breaking and entering?
...Sub-Zero went to hell?
...Yoshi and Kirby had an eating contest?
...Sega made the Sega 64?
...it was only 8-Bit?

Adam McDaniel
Greenville, MS

...the Jaguar never flopped?
...the first several N64 games didn't have "64" in the title?
...Goro and Kintaro started a hand puppet show? (Get it? They both have four hands.)
...Sektor and Cyrax kept their preproduction names of Ketchup and Mustard?
...MK4 is just Street Fighter I?
...the 64DD is just a 5 1/4-inch floppy disk drive?
...M2 sucks?
...Nobody wrote a "What If" that didn't make sense?
...this is the last What If ever?

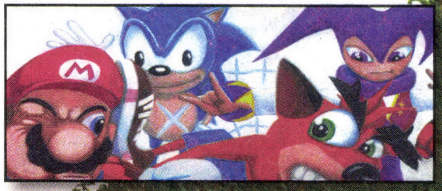
Tim Herr
W. Lafayette, IN

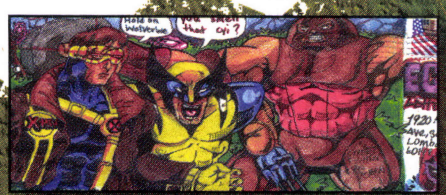
...the sequel to D was E?
...Luigi had "his" game for once?
...someone tied Sonic's

EGM² Letter Art

Where Creativity, Your Favorite Video Game and A Stamp Can Make You Immortal*

Toby Lopez
Kearney, NE





Raheem Lewis
Brooklyn, NY

Sara Lee
Wayne, NJ





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* Or at least get you in the magazine and win yourself a controller from ASCII (First Prize Only)!



DINOSAUR HUNTING SEASON OPENS MARCH '97

MATURE M AGES 17+ CONTENT RATED BY ESRB

NINTENDO64

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Tomato or tomatoe?

Dear EGM²,

I heard that Khameleon is a new N64 character in MKT, but the Sony version has somebody called Chameleon and he is awesome. He has all of the ninjas' moves.

I think the Sony version is better. However, I have an N64 and will buy MKT, so I want a code to play with Khameleon.

I also want to know if the N64 version will have Chameleon or not!

Abdul Ismail
New Bedfor, MA

Sorry Abdul, Chameleon isn't in the N64 version (PS only).

To play as Khameleon for the N64, do the Super Endurance Path: Press Down+Start while highlighting Kano at the Player Select Screen. The screen will shake. Then select the hardest path for Super Endurance and you will fight Khameleon first!

(Note: You have to turn her on in the Kombat Options first to access her.)

This is just one option to take. There are many different ways to access her, Abdul. Stay tuned for more tricks on MKT!



Khameleon has all three female ninjas' moves!

It feels glitchy

Dear EGM²,

While I was playing Mortal Kombat Trilogy (on the Nintendo 64), I was about to finish off the computer opponent. I was playing as Human Smoke, and when the words "Finish Him" appeared, I toggled with the control pad before testing the babality code against Kano. (I think I was in the Graveyard.)

Well, I performed the babality, but it didn't end there. He became a man again and then he blew up, spurting in a bloody explosion. It was called a fatality.

Do you know why this happened or did I stumble upon a new (third) fatality for Human Smoke? Thanks!

Brian Gee
Mill Valley, CA

There have been several glitches on MKT, but I've never seen that one before. See if you can reproduce it consistently and then send it in.

Grateful deadhead

Dear EGM²,

I purchased the game Twisted Metal 2 as soon as it was released for sale. I looked in the October issue of *EGM* to get more info on the game.

Upon looking at the page, I saw in the lower left-hand corner a picture of Holland: Field of Screams. In the upper left-hand side of the picture (where the closest enemy's name goes) is the name DEADHEAD.

I was wondering if this was the name of a secret character, a misprint or a devilish act to keep us in suspense. Your answer would be greatly appreciated. As well, if it is a secret character, how do you get to him/her?

Graham Brooker
Maple Glen, PA

Well, Graham, Deadhead isn't a secret character. He is really Hammerhead. This was just a preproduction copy that hadn't changed the car's name yet.



This isn't a secret character, but Hammerhead's unused name!

shoelaces together?
...NiGHTS was at day?
...Mario let his butt crack show like a real plumber?
...anyone remembered what Zoop was?
...Kirby and Pac-Man tried eating each other?
...Capcom spends the next 47 years with SF3 upgrades and revisions? (Note to Capcom: Please, you have made it this far. We are not going to need half a dozen SF3s!)
...Nintendo kept postponing the 64DD until I was an old man?

Mike Gabianelli
via E-mail

...Lui Kang's fatality was to make his opponent do the Macarena until he/she blows up?
...Jade is going to be in *Playboys'* December issue?

Samuel Wong
Elmhurst, NY

...Kitana took up ice skating and changed her name to Kitanya Harding?
...Zorak got eaten by his mantis girlfriend?
...Socks the cat got stuck in Bill's sax?
...Rayden starred in his own tournament called Immortal Kombat?
...the Power Rangers lost for once?
...Stryker held a grenade too long?

Matthew E. Pacase
Mobile, AL

winner

Leon Allen of **Brooklyn, N.Y.**, won an ASCII Specialized Control Pad for the PlayStation.

Therese Aaldstedt
Norway





Chris Sanchez
Paso Robles, CA





Robert k Priel
Pasadena, MD

Top 10 Fighting Games



1. **Street Fighter III**
   Capcom
2. **Tekken 3**
   Namco
3. **MKT (PS)**
   Williams
4. **VF3**
   Sega
5. **KI Gold (N64)**
   Nintendo
6. **X-Men Vs. SF**
   Capcom
7. **Tekken 2**
   Namco
8. **SFA2**
   Capcom
9. **Night Warriors**
   Capcom
10. **Primal Rage**
    Atari

Arcade Games



1. **X-Men Vs. Street Fighter**
   Capcom
2. **Die Hard Trilogy**
   Sega
3. **Tekken 2**
   Namco
4. **Metal Slug**
   SNK
5. **Golden Tee 3D Golf**
   Incred. Tech
6. **Striker 1945**
   Namco
7. **Soul Edge Ver. 2**
   Namco
8. **NBA Maximum Hang Time**
   Midway
9. **Bust-A-Move Again**
   Taito
10. **Super Puzzle Fighter**
    Capcom

Courtesy of *Replay Magazine*, January 1997

Pinball Games



1. **Scared Stiff**
   Bally
2. **Space Jam**
   Sega
3. **Attack From Mars**
   Bally
4. **Big Hurt**
   Gottlieb/Premier
5. **Arabian Nights**
   Williams
6. **Addams Family**
   Bally
7. **Theatre of Magic**
   Bally
8. **Independence Day**
   Sega
9. **World Cup Soccer**
   Bally
10. **Twister**
    Sega

Courtesy of *Replay Magazine*, January 1997

Console Games



1. **Shadows of the Empire (N64)**
   LucasArts
2. **MKT (PS)**
   Williams
3. **Tomb Raider (PS)**
   Eidos
4. **Super Mario 64 (N64)**
   Nintendo
5. **NHL '97**
   EA Sports
6. **KI Gold**
   Nintendo
7. **UMK3**
   Williams
8. **DKC3 (Super NES)**
   Nintendo
9. **Cruis'n USA (N64)**
   Midway
10. **Soviet Strike (PS)**
    Electronic Arts

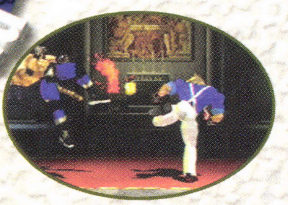
Reader's Top Fives



Jason Freeze
Mason, Ohio

1. SFA2
2. Legacy of Kain
3. Beyond the Beyond
4. Tomb Raider
5. Super Mario 64







Dave Michaels
New York, NY

1. DKC3
2. UMK3
3. NHL '97
4. SFA2
5. Mr. Do!



Joseph Busswell
Coushatta, LA

1. Tekken 2
2. Die Hard Trilogy
3. SFA 2
4. Super Mario 64
5. NHL '97

Bryan Harris
San Diego, CA

1. Tekken 2
2. Tomb Raider
3. Super Mario 64
4. KI Gold
5. WaveRace 64

Bob Aaroon
Jacksonville, FL

1. MKT
2. KI Gold
3. Cruis'n USA
4. Super Mario 64
5. SFA2

Editors' Top Fives

Howard "Hair" Grossman

1. X-Men Vs. SF
2. C&C: Red Alert
3. Mega Man 8
4. Mario Kart 64
5. DKC 3

Mark "Hairy Back" Hain

1. Mario Kart 64
2. Super Mario 64
3. Soviet Strike
4. San Francisco Rush
5. Shadows of the Empire

John "Stomach" Gurka

1. Mario Kart 64
2. Shadows of the Empire
3. Tetris Attack
4. Suikoden
5. DKC3

Andy "Mouth" Baran

1. Shadows of the Empire
2. C&C: Red Alert
3. Tetris Attack
4. Mario Kart 64
5. DKC3

Tim "Eyelids" Davis

1. Mario Kart 64
2. Tomb Raider
3. Wayne Gretzky's 3D Hockey
4. F-1
5. DKC3

Dave "Foot" Ruchala

1. Dragon Force
2. Iron Storm
3. Masters of Orion 2
4. Tomb Raider
5. C&C: Red Alert

Scott "Ears" Augustyn

1. Soul Edge
2. Mario Kart 64
3. C&C: Red Alert
4. Wayne Gretzky's 3D Hockey
5. Dragon Force

Jason "Hands" Streetz

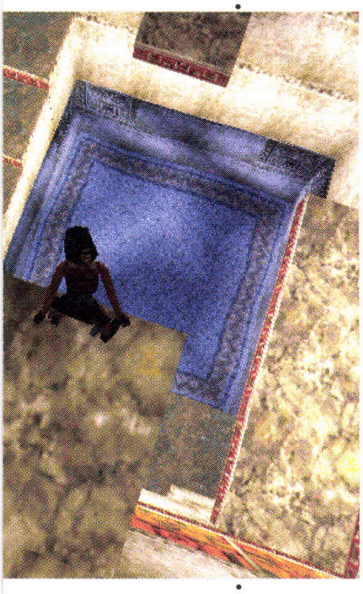
1. Mega Man 8
2. Tomb Raider
3. Tetris Attack
4. Tunnel B1
5. Paradoxia



GO WHERE NO MAN HAS EVER COME OUT ALIVE. NOTICE WE SAID "MAN."



IF THE GAME GRAPHICS DON'T BLOW YOU AWAY, ONE OF THESE WILL.



SOMETIMES, HAVING A



TREASURE SEEKING, PUZZLE SOLVING, ALLIGATOR WRESTLING, AND STILL TIME FOR A FIGHT.



Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.

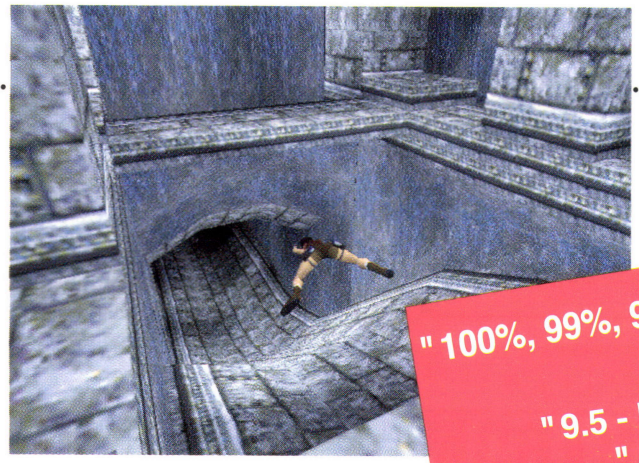
PlayStation

PC CD

CORE DESIGN INC.

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Game Fan

"9.5 - Playstation game of the year!"
"Adventure game of the year!"
Ultra Game Players

"99% - Game of the year!"
PS Extreme

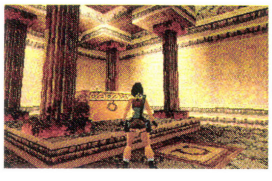
KILLER BODY
JUST ISN'T ENOUGH.

NOT EVERYONE SEES A BRIGHT LIGHT JUST BEFORE DYING. (LUCKY STIFFS.)



Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at **www.tombraider.com.**

EIDOS INTERACTIVE



TOMB RAIDER™

HIGH SCORES

Welcome the sta rt of our high score section. Earn your stripes by trying to attain the highest scores in the latest games. Each month we'll print the top highest players' scores. We're going to keep a running tab throughout the issues, and who knows...the best players might get rewarded for their troubles. We'll pick the best scores and post them along with a picture of yourself if your bold enough! Here are some average scores of the editors see if you can keep up and blow them away! We're going to start out slow to give everyone a chance and they we'll see what you guys really can do! Note the rules to the right, we must be able to validate your claim to fame.

Send your high scores to...

Since it's possible to cheat we are only accepting scores on a VCR tape or a photograph. BTW: when taking a photo, turn off all the lights for a better picture.

EGM² High Scores
1920 Highland Ave. #222
Lombard, IL 60148



4:57

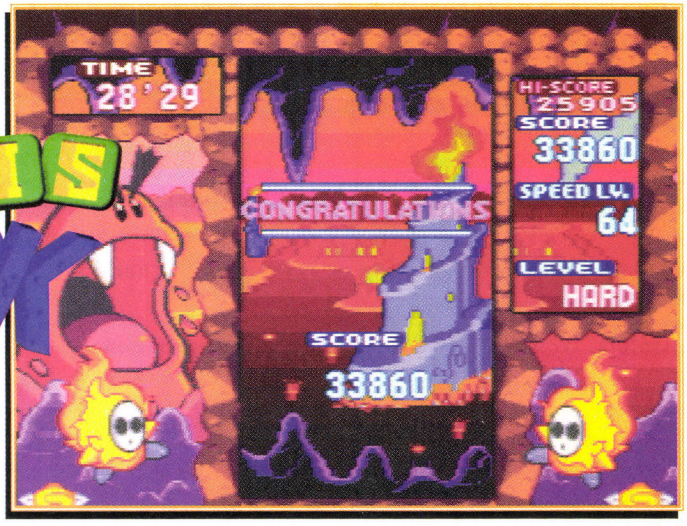
STAR WARS SHADOWS OF THE EMPIRE

How fast can you destroy the Imperial Forces? In Star Wars: Shadows of the Empire for the N64, set the game to the MEDIUM setting and enter the Hoth Battle. See if you can get the best time for this level. It will show your time in the main Level Select Screen. Hint: Try blasting the Scouts and Probes while you're lassoing the AT-ATs. This will save you time.

33,860

TETRIS ATTACK

Try beating our Tetris Attack maniacs (namely Andy and his barging high score) in what is arguably the best puzzle game to hit the Super NES. Enter the ENDLESS Mode and select the HARDEST difficulty. Record your highest top score and send it in. How do you rank with the *EGM²* Crew? Need a clue? Try combos to pick up some points quicker.





75,145

BAKU BAKU

Baku Baku is the premier puzzler for the Saturn. Enter the ARCADE Mode and set it to the EXPERT difficulty setting. Play until you drop and check out your records in the Main Option Screen. *NO CONTINUING* or Options modifications at all! As a strange quirk we are really only accepting VCR tapes on this game, as the High Scores Screen does not post the difficulty used.

* It's up to you to remove the editors from this list!

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Address _____
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Favorite Video Game _____

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NO PURCHASE NECESSARY
Who May Enter: The MAXIMUM NBA HANGTIME SWEEPSTAKES is open to all legal residents of the United States, except residents of Tennessee, Hawaii and Alaska, employees of WMS Industries or its subsidiaries, the National Basketball Association, its member teams, NBA Properties, Inc., related parties and their immediate families. All federal, state and local laws apply. Void where prohibited. Contest sponsored by Midway Games Inc., 3401 North California, Chicago, IL 60618.
Deadline: The MAXIMUM NBA HANGTIME SWEEPSTAKES begins on November 1, 1996. To be eligible, all entries must be received no later than 11:59 P.M. Eastern Standard Time on February 1, 1997. Sponsor is not responsible for lost, stolen, late or misdirected mail, mechanical errors, typographical or printing errors.
To Enter: Participants may enter the MAXIMUM NBA HANGTIME SWEEPSTAKES by filling out the entry form, or by printing their name, age and address on a 3 x 5 card, and sending either to Maximum NBA HANGTIME Sweepstakes, P.O. Box 52990, Dept. 9257, Phoenix, AZ 85072-2990. Limit one entry per participant.
Prizes: Grand Prize (1): A trip for two to Midway Games headquarters in Chicago IL, where the winner's image will be digitized and added to a future Midway Games arcade game as a "secret character." Prize includes airfare, two nights hotel accommodations (double occupancy) and two tickets to a NBA basketball game. (Approximate Total Retail Value: $1,500.00)
First Prize (25): A one year subscription to Electronic Gaming Monthly magazine. (Approximate Retail Value $50.00 each)
Second Prize (50): An NBA HANGTIME T-Shirt autographed by the design team. (Approximate Retail Value $10.00 each)
Total prize value: $3,250.00
Selection: Winners will be randomly selected by Continental Promotion Group Inc., an independent judging and fulfillment agency, on February 7, 1997. All decisions of the judges are final and binding in all respects.
Notification: Winners will be notified by overnight courier and/or telephone on or about February 15, 1997.
Only one entry per participant. No entries by facsimile or electronic transmission. Winners will be required to complete affidavit of eligibility, waiver of liability and publicity release, (including for the use of winner's name, voice and likeness in a future Midway Games arcade game, the sequels, home versions and all ancillary products and services), which must be returned within 15 days of receipt or any prize award will be void. If winner is under the age of 18, winner must provide signed parental consent, in a form provided by the Sponsor, in order to receive prize. Limit one prize per household. Grand Prize Winner is responsible for own ground transportation, meals and expenses. All prizes will be awarded. No substitution or transfer of prizes. Taxes are the responsibility of winners. By participating winners consent to use of their name, address and likeness for advertising, promotional and publicity purposes without additional compensation, except where prohibited by law. All entries become property of sponsor and will not be returned.
Winner's List: For a Winner's list, please send a self-addressed stamped envelope by February 7, 1998 to: Maximum NBA HANGTIME Sweepstakes Winner's List Request, P.O. Box 52990, Dept. 9258, Phoenix, AZ 85072-2990.

MIDWAY Games Inc.

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NBA

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tricks of the trade

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Score big with a controller from Interact Accessories and *EGM²*



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1920 Highland Avenue Suite 222
Lombard, IL 60148

OFFICIAL RULES AND CONDITIONS: *1. No Purchase Necessary:* No purchase or payment of any money is necessary to enter. To enter the contest, print your name and address (including your city, state, and zip code) in a letter containing your best codes and mail it to: Tricks of the Trade, 1920 Highland Avenue, Suite 222, Lombard, Illinois, 60148. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by February 15, 1997. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage due, or misdirected entries. Ziff-Davis Publishing Company reserves the right to cancel this contest at any time with appropriate notice. *2. Winners:* Winners will be judged based on their code's uniqueness, novelty, accuracy, and the fact that said code is not already known by the Judges. The Judges will be from the Ziff-Davis Publishing Company and their decision is final. Noncompliance with any entry procedure may result in disqualification. All entries and copyrights therein become the property of Ziff-Davis Publishing Company and will not be acknowledged or returned. By entering winners agree to be bound by the rules of this contest and judges' final decisions. *3. Prizes:* Each Winner shall be awarded one of the following prizes: (1) SNPROPAD; (2) SGPROPAD-6; (3) SNPROGRAMPAD; or (4) SGPROGRAMPAD-2. All prizes not claimed by a PrizeWinner within thirty (30) days following notification by Sponsors shall be deemed forfeited and shall not be awarded. PrizeWinners will be notified by mail. Prizes are non-transferable. No substitutions or prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. *4. Eligibility:* Sweepstakes open to residents worldwide. PrizeWinners shall be notified by mail and must agree to the use of their name and likeness for publicity purposes by Sponsors and sign a release. Employees of Sponsors and their affiliates are not eligible. Neither Ziff-Davis Publishing Company or Interact Accessories, or their respective affiliates, subsidiaries, divisions, or related companies, are responsible for any damages, taxes, or other expenses that consumers might incur as a result of this contest or receipt of prize. All local, state, and federal taxes are the sold responsibility of the PrizeWinners. If PrizeWinners are under 18 years of age, the prizes will be awarded to the parent or guardian and the release shall be signed by the parent or guardian (if applicable). *5. Restrictions:* Void where prohibited or restricted by law. All federal, state, and local regulations apply. *5. Sponsors:* Contest sponsored by Ziff-Davis Publishing Company and Interact Accessories (USA), Inc. Copyright © 1997 Ziff-Davis Publishing Company SNPROPAD, SGPROPAD-6, SNPROGRAMPAD, and SGPROGRAMPAD-2 are all trademarks of Interact Accessories (USA), Inc.

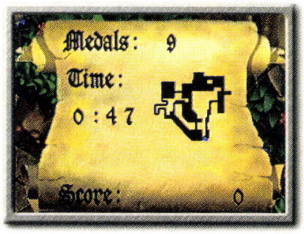
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SONIC 3-D BLAST

System Saturn **Publisher** Sega



At the Title Screen, enter the code to enable the Cheat Mode.



Then pause while playing within a game and enter the...



...various button codes for many different results, including lives.

If you haven't discovered this one already, you're in for a surprise. To enable the Cheat Mode: Hold **Up-Left**, **A** and **C** simultaneously at the Main Title Screen. While holding these down, press the Start key and begin a game. Then pause within the game and press the following buttons at the Pause Screen to receive various results.

Press the **A** button to skip one act.
Press the **B** button to skip two acts and the Boss stage.
Press the **C** button to get to the Final Boss.
Press the **X** button to receive an extra life.
Press the **Y** button to receive an extra medal.

Jeff Jordan
Livonia, MI



Pressing C while paused will bring you to the final Boss!

Cheat Sheet

Cheat Mode

By entering the Cheat Mode above, you'll be able to go into your next game and press various keys to receive different items, such as lives!

POWER TRIP

worthless | useful | godlike

STREET FIGHTER ALPHA 2

System Super NES **Publisher** Capcom

In order to play as the Super Turbo Edition of Chun-Li, go to the Character Select Screen, highlight Chun-Li, hold down the Start button and press A, B, and either the X or Y button. She should begin the match with a new outfit.

Anthony Paul
Meister Stanley, VA





Hold the Start button and press A, B, X or Y to play as Super Turbo Chun-Li.

Cheat Sheet

Super Turbo Chun-Li

To play as the Super Turbo edition of Chun-Li, go to the Player Select Screen, hold Start and press any of the Punch or Kick buttons.

POWER TRIP

worthless | useful | godlike

"Carnage runs rampant..."
★★★★
— Next Generation

"[Kain's] plot is complex — and gory — enough to satisfy even the most die-hard RPG player."
— Electronic Gaming Monthly

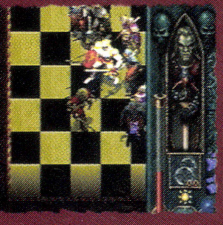
"Kain is a powerful, persuasive and exciting new character..."
— Game Informer

"the gaming equivalent of Braveheart."
— Next Generation

KEEP THIS GAME OUT OF THE REACH OF CHILDREN

— P.S.X.



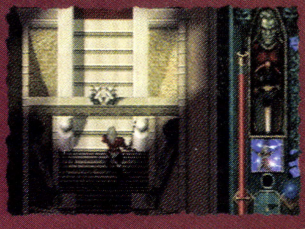


GORY COMBAT ACTION

Brimming with 170 horrifying enemies and 21 demented spells — each with a unique bloody graphic.

VAMPIRE BLOODFEST

Drink the blood of your victims, then morph into one of four sinister forms to escape — vampire, wolf, bat or mist.



EPIC PRODUCTION

A staggering 100,000 plus screens and 120 hours of blood-spraying adventure enhanced with 25 grisly minutes of full-motion, 3-D animation.



PlayStation™

MATURE M AGES 17+

CRYSTAL DYNAMICS

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tricks of the trade

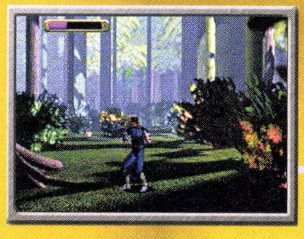
Perfect Weapon

(ASC Games/PlayStation)
Level Passwords

The following are level passwords that will allow you to access the various levels in the game.



To enter them, select the Password Option from the Main Menu. Then enter these passwords to take you to the level you wish to play on.
ICE: **X, Square, X, Square, Square, Circle, Square, Circle.**
GARDEN: **Circle, X, X, Triangle, Circle, Circle, X, Triangle.**
FOREST: **Circle, Triangle, Square, Circle, Square, Square, Triangle, Triangle.**
DESERT: **CIrcle, X, X, X, Triangle, Circle, Triangle, Triangle.**
MORGONE: **X, X, Square, X, Square, Square, Triangle, Circle.**



Disruptor

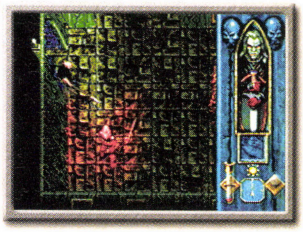
(Universal Interactive/ PlayStation)
Cheat codes

There could be more codes to this game, so keep looking for others. But for now this should help out your game. Here are a couple of codes to enter within the game.

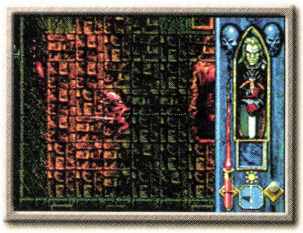
Continued on pg. 38

LEGACY OF KAIN

System PlayStation **Publisher** Crystal Dynamics



Just when you are about out of blood, enter the code without...

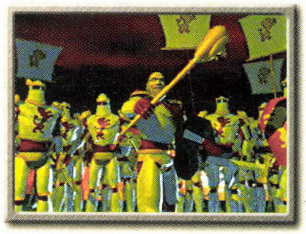


...pausing within the game. Your blood should then be replenished.



Enter the Cinematic code within the game to allow yourself...

Here are a couple of great tricks to enter within your next game of Kain. In order to replenish Kain's blood, just enter: Up, Right, Square, Circle, Up, Down, Right, Left within the game while it's not paused. The blood meter should then fill to the top, if done correctly. In order to view all the cinemas in the game, enter the code: Left, Right, Square, Circle, Up, Down, Right, Left within the game while it's not paused. If done correctly, you should be able to access all the FMVs in the "Dark Diary" without going through the entire game.



...to view all the FMVs in the game without beating it.

Cheat Sheet

Blood Cheat
Cinema Code

Enter the cheats above during the game (not paused) to replenish Kain's blood and access all the cinemas throughout the game.

POWER TRIP
worthless | useful | godlike

WAYNE GRETZKY 3-D HOCKEY

System Nintendo 64 **Publisher** Williams Entertainment



Press and hold any of the C buttons and then R to enable...



...various player attributes such as turning them into giants.



Or entering the midget code to shrink them down a few sizes.

In order to change the players' attributes, go to the Options Screen. Press and hold any of the C buttons and then press R (shift). By doing this it will change the "Specials" numbers at the bottom. Enter the following for various results:
1100000=Small heads.
0100000=Giant heads.
1101100=Giant players, small heads.
0101100=Giant players, giant heads.
0001010=Giant players.
0110010=Midget players, giant heads.



To turn players invisible, go into replay and press L or R.



Then press the Z button as they are flashing to turn them invisible!

0000100=Crunched players.
0000010=Elongated players.
To turn players invisible, go into the "Replay" Option before the faceoff and press **L** or **R**. While the players are flashing press the **Z** button to make them disappear. Then continue your game to see your invisible player.

Dave Trenkner
Ft Wayne, IN

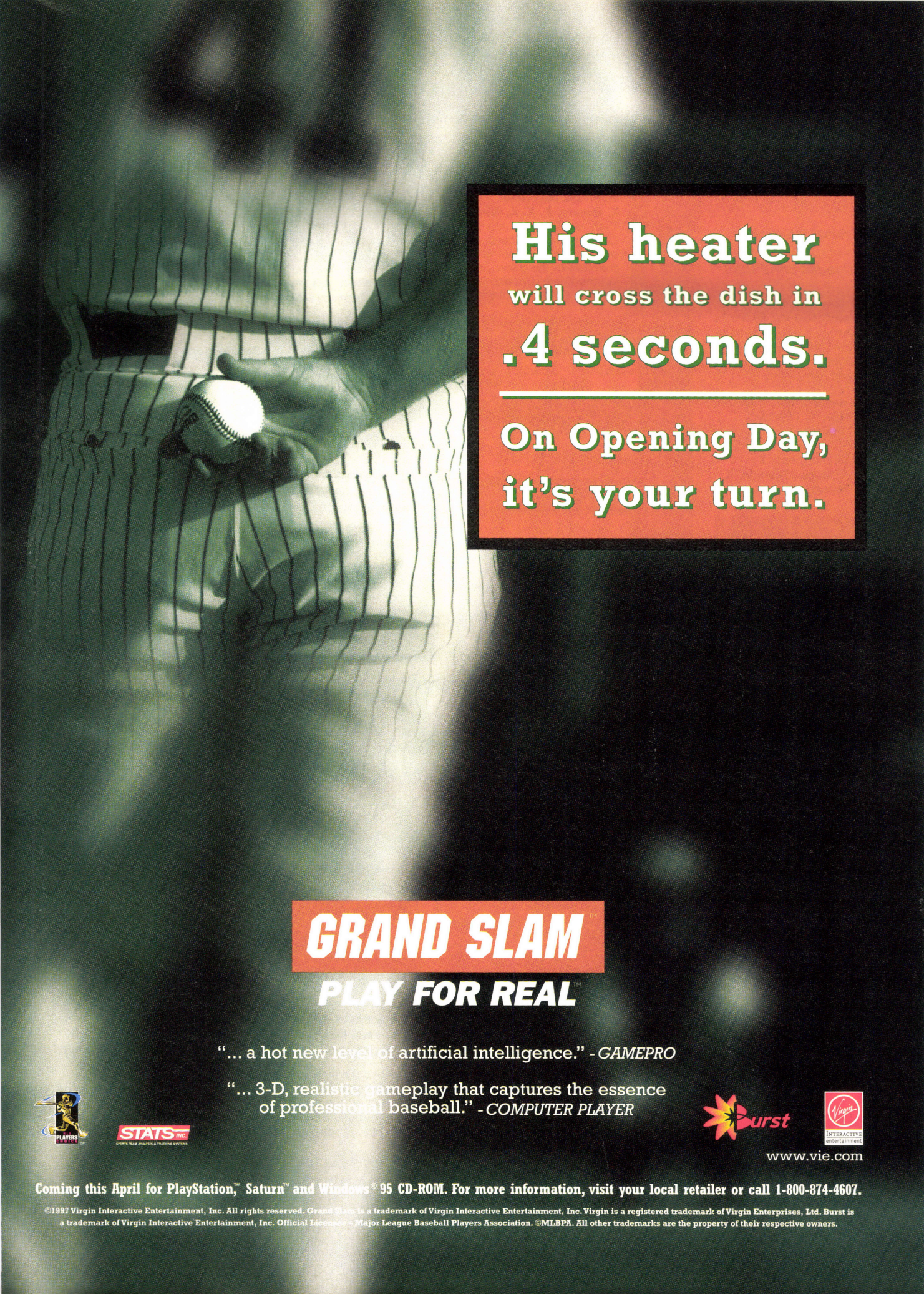
Cheat Sheet

Various Cheats

To access player attributes, enter the codes above at the Options. To turn players invisible, follow the method above while in the "Replay" option.

POWER TRIP
worthless | useful | godlike

* This trick was done on a preproduction or Japanese version of the game and is subject to change.


His heater
will cross the dish in
.4 seconds.
On Opening Day,
it's your turn.
GRAND SLAM™
PLAY FOR REAL™
"... a hot new level of artificial intelligence." - GAMEPRO
"... 3-D, realistic gameplay that captures the essence of professional baseball." - COMPUTER PLAYER
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Burst
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tricks of the trade

Disruptor

(Universal Interactive/ PlayStation)
Cheat codes continued

While playing within a game, press Select to bring up the map. Then press L1 to turn "Real Time" off. Then enter the following codes for Full Health and Full Ammo.

For Full Health press: **Triangle, X, X, Circle, X, Triangle, Square, Square.**

For Full Ammo press: **X, Square, Triangle, Triangle, X, Circle, Triangle, X.**



Samurai Shodown III

(Sony Computer Entertainment/PlayStation)
Play as Zankuro

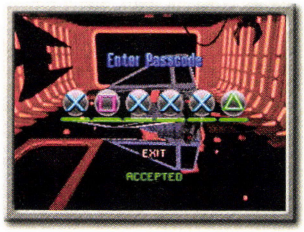
Here's a way to play as the hidden Boss, Zankuro! To select him, choose Vs. Mode and go to the Character Select Screen. Hold down the Start button and highlight the following characters in order: Start on Haohmaru and then go to Genjuro, Basara, Kyoshiro, Ukyo, Rimruru, Haohmaru, Shizmaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford and then Shizmaru. Keep holding Start and then press X and Circle at the same time. If done correctly, Zankuro will appear as a selectable character. Now you will be able to play as Zankuro, the Boss.



REBEL ASSAULT

System PlayStation **Publisher** LucasArts

In order to access all the chapters in the game just go into Options and then into the Password Screen and enter this password: **X, Square, X, X, X, Triangle.** Then when you go into the Chapter Select Screen you will be able to select all the chapters in the game, including the finale! Choose your chapter and begin playing!



Enter the chapter password here at the Password Screen.



Now you should be able to have all the chapters selectable within the game.

Cheat Sheet

Chapter Select Code

Here's a great cheat that will allow you to choose from any of the chapters within the game! Just enter the above password at the Password Screen.

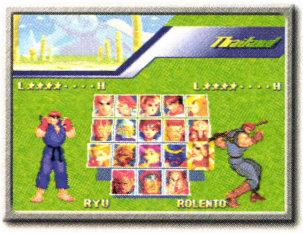
POWER TRIP

worthless | useful | godlike

STREET FIGHTER ALPHA 2

System Super NES **Publisher** Capcom

Here's a simple trick to fight in the hidden area of "Australia." To access this, choose Vs. Mode and then select your characters. When selecting your fighting area, highlight Sagat. Then hold Start and press X, Y, B, or A buttons. You should then begin at the Hidden Screen.





Highlight Sagat, hold Start and press A, B, X or Y.

Cheat Sheet

Hidden Background

In order to access the hidden background, go into Vs. Mode and highlight Sagat at the Background Screen. Then hold Start and press A, B, X or Y.

POWER TRIP

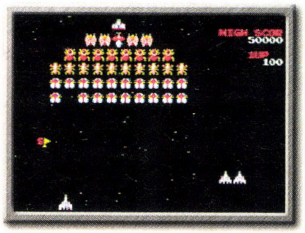
worthless | useful | godlike

NAMCO MUSEUM VOL. 2

System PlayStation **Publisher** Namco



When the game begins, wait until they all form together.



Then shoot the second ship from the left on the bottom row.



A flag should appear, snag it and you will have an extra guy!

It takes a steady hand to pull this one off! In order to gain an extra ship in the game Gaplus, begin your game then wait until all the alien ships form together, not shooting at any. After this, shoot at the second ship from the left on the bottom row. If done correctly, a flag should appear. Snag the flag and you will be awarded with an extra ship to help you blow away the highest score in the game!

Cheat Sheet

Extra Ship

Follow the procedure above to gain access to an extra ship in the very beginning of the game Gaplus, by shooting an alien ship.

POWER TRIP

worthless | useful | godlike

There can only be ONE

#1

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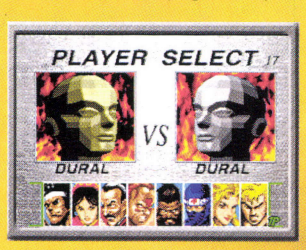
tricks of the trade

Virtua Fighter 2

(Sega/Genesis)
Play as Dural

Here's a great trick for you Genesis owners out there. This cheat will allow you to select Dural at the Player Select Screen. Just highlight Akira if using controller one or Jacky if using controller two. Then press Left and then Right on the D-pad. Repeat this a few times and Dural should then appear as a selectable character.

Jeff Spaulding
So, Egremont, MA



CONTRA: Legacy Of War

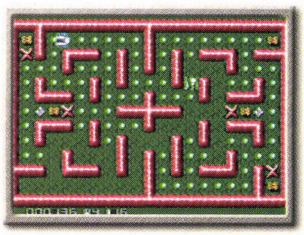
System PlayStation **Publisher** Konami



Enter the following codes here at the Title Screen.



You should recognize what each code gives you.

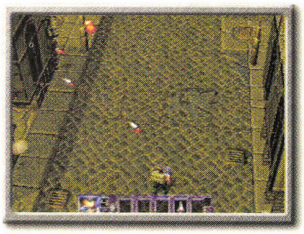


By entering certain codes you can even access hidden games.

Enter these codes at the Main Title Screen to receive many cool items. You should hear a sound, if entered correctly.

For Weapon Select enter: **L2, R2, L1, R1, Up, Down, Down, Up.**
For Unlimited Continues enter: **L2, R2, L1, R1, Left, Right, Right, Left.**
For SFX Browser enter: **R2, R1, L1, L2, Up, Right, Down, Left.**
For Movie Player enter: **L2, L1, R1, R2, Up, Left, Down, Right.**
For Bamboo Arcade Pac-Man enter: **R2, R1, Right, Left, L1, L2.**
For Bamboo Arcade Gyruss enter: **L2, L1, Left, Right, R1, R2.**

Chris Barber
Wichita, KS



The Weapon Select will be a great asset while shooting through the game.

Cheat Sheet

Cheat Codes

By entering the previous cheats at the Main Title Screen, you will be able to access hidden games, a weapon select and more!

POWER TRIP

worthless — useful — godlike

Designed for Microsoft® Windows®95

TEEN AGES 13+ CONTENT RATED BY ESRB

What you get to do: Shoot with gun, shoot with D-pad, shoot with D-pad and partner, shoot with gun and partner, sho

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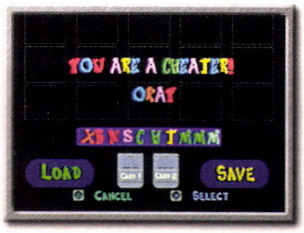
tricks of the trade

BUBSY 3D

System PlayStation **Publisher** Accolade



Enter the following cheat codes by accessing the Load option.



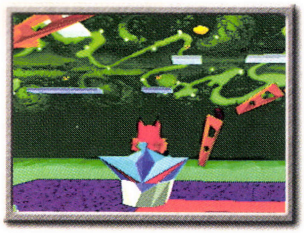
Then enter the code here at this screen for various results.



Entering XALLDBUGCR will get you everything in the game.

Here are several codes to enter that will grant you many great options to help out your game. To enter them, access the Load Option at the Main Menu and then punch in any of the following codes for various results. If done correctly, "You are a Cheater!" will appear to verify login. For Level Cheat enter: **XLVLCHTMSB**
For Bonus Rounds enter: **XBNSCHTMMM**
For 99 Lives enter: **XMUCHOLIFE**
For All Rocket parts enter: **XTOOROCKER**
For Coordinates to Paws screen enter: **XDBUGLOCNC**
For All Controller Cheats enter: **XALLDBUGCR**

After this, choose your new cheat options and begin your next game.



You should also be able to advance to further levels by using the Level Cheat.

Cheat Sheet

Cheat Codes

To enable many Cheat Options within your next game, go to the Load Option and enter all the cheats above to receive items like access to bonus rounds.

POWER TRIP

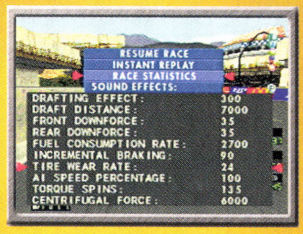
worthless | useful | godlike

* This trick was done on a preproduction or Japanese version of the game and is subject to change.

Andretti Racing*

(Electronic Arts/PlayStation)
Extra Car Options

Here's an easy way to change a few extra options on your car next time you race. Just begin a race and then press Start to pause. Select the option, "Race Statistics" and then press and hold buttons: **L1 + L2 + R1 + R2 + X + Circle** simultaneously. This should bring up a new menu full of car options you can adjust to modify your car to improve your racing ability.



D-pad and gun, shoot with gun in each hand. What you don't get to do: Recite poetry, pick daisies, hug lovable stuffed animals.

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tricks of the trade

Ultimate MK3

(Williams Entertainment/ Super NES)
Cheat Menus

These codes are for those who wish to spice up their game using some really cool options. In order to enable these Cheat Menus, go to the Start/Options Screen and enter the following codes for each menu.

Kool Stuff: **Right, Up, B, B, A, Down, Up, B, Down, Up, B.**

Kooler Stuff: **Up, B, A, Left, Down, Y.**

Scott's Stuff: **B, A, Down, Down, Left, A, X, B, A, B, Y.**

Sound Test: **Left, Down, Y, Y.**

All of these cheat menus can be entered at the same time and will give you plenty of new options to choose from!

Game Shark Codes

—by Interact Accessories

Saturn Codes

Casper—
Master Code:
F6000942 c305
B6002800 0000
Infinite Health:
160d808e ffff
Infinite Iron Keys:
1604d00e ffff
Infinite Brass Keys:
1604d012 ffff
Infinite Fools Gold:
1604d016 ffff

Fighting Vipers—
Master Code:
f6000914 c305
b6002800 0000
Infinite Health P1:
16062828 00fa
160945a0 00fa
Infinite Health P2:
16064728 00fa
160945a4 00fa
No Health P2:
16064728 00fa
160945a4 00fa

BLACK DAWN*

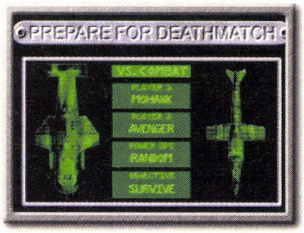
System PlayStation **Publisher** Virgin Interactive



Enter the Two-player code here at the Main Title Screen.



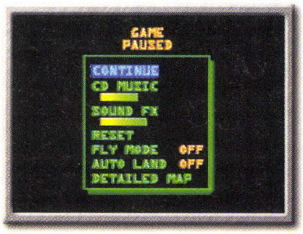
A new option should appear after going back to the Title Screen.



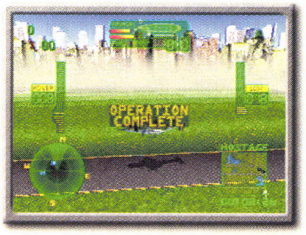
You will then begin a Two-player Death match game.

Here are several cheats to enter during the game. To access a Two-player Mode (where it's you against your buddy), go to the Main Title Screen and press **Select+R2** on both controllers at the same time. You should hear a sound, if done correctly. Go into the Options Menu and back to the Main Title Screen. You should find a Two-player Option that will let you play in an exciting Deathmatch Mode.

To enable the in-game cheats, begin a game and pause. Then press **Select, L2, Select, R2** and enter any of the following for various results.
Max Fuel/Ammo: **Triangle, Triangle, Triangle, Circle.**
Max Weapons: **L1, L2, R1, R2.**



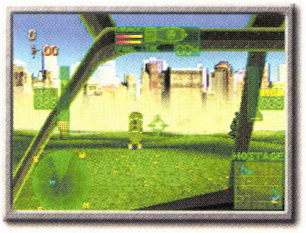
Enter all the cheat codes at the Pause Screen within a game.



To complete your operation enter the Mission code.

Summon Wingman: **Square, Square, Square, Circle.**
Mission Complete: **Triangle, Triangle, Triangle, Down, Down, Down.**
Upgrade Current Weapon: **L1, L1, R1, R1.**
Screen Toggle: **Down, R1, R2.**

You should hear, "Way to Go!" if the code was entered correctly.



Enter the Weapons code for five devastating nuclear bombs!

Cheat Sheet

Many Cheats

Enter the cheats above within the game to access several cheat options such as mission complete, maximum weapons and others.

POWER TRIP
worthless | useful | godlike

RE-LOADED*

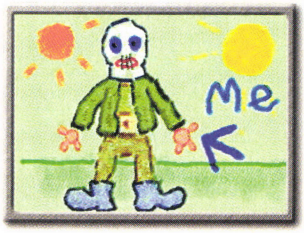
System PlayStation **Publisher** Interplay



Here at the Player Select Screen, enter the clown code.



If done correctly, a red balloon will appear over Sister Magpie.



You will now be able to play as the hidden character, "Fwank."

Here is a great trick to play as the old killer clown, "Fwank" from the first game. To play as him, just go to the Player Select Screen and then press buttons: L1, Circle, R1, Down, Down, R1, Circle, L1 and then L1 again. If done correctly, a red balloon will appear over Sister Magpie's place. Select this, and you should begin playing your next game as Fwank.

Zac Cochran
Worth, IL

Cheat Sheet

Play as Fwank

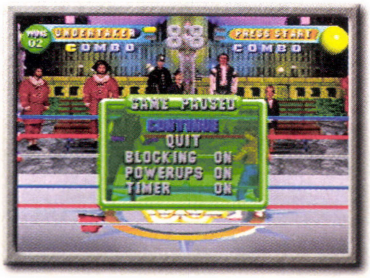
In order to access a secret character from the original game, go to the Character Select Screen and enter the Fwank code above.

POWER TRIP
worthless | useful | godlike

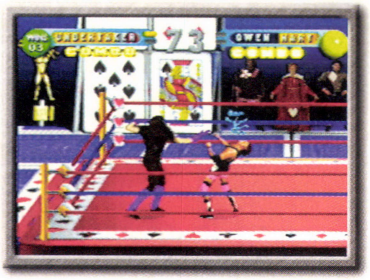
* This trick was done on a preproduction or Japanese version of the game and is subject to change.

WWF: IN YOUR HOUSE

System PlayStation **Publisher** Acclaim



Anywhere within a match, press Start to pause and then enter the cheat codes.



Here are a few great codes to add to your next match of WWF! To pull these off, just begin a match and then press the Start button on controller one to pause the game. At the Pause Screen enter the following for different results.

Combos: **R1, L2, R2, L2, Right.**
Little Damage: **Down, Up, L2, Right, Left.**
Auto Superpins: **Down, Down, Down, Down, L1.**
Big Damage: **Up, Up, L1, L2, Down.**
Computer Players Off: **Left, Left, Up, Down, R2.**

Gibson Yen
Silver Spring, MD

Cheat Sheet

Cheat Codes

Enter the cheats above when paused during a match to enable various items in the game.

POWER TRIP

worthless useful godlike

AREA 51

System PlayStation **Publisher** Williams



When you begin your game, shoot at the first three S.T.A.A.R members of the team.



Just in case you haven't figured this one out yet, you can play as the alien itself! In order to play a game as a Krohn Hunter, just begin a game and shoot the first three members of the S.T.A.A.R squad. The second will be running across the screen and is the most difficult of the three. If done correctly, "Krohn Hunter" will appear at the top just after you shoot the third guy. The screen will then turn green as you are now looking through the eyes of the Alien!

Chad Cleveland
Victoria, TX

Cheat Sheet

Krohn Hunter

Here's a great method to switch roles and become the enemy Alien. Just follow above.

POWER TRIP

worthless useful godlike

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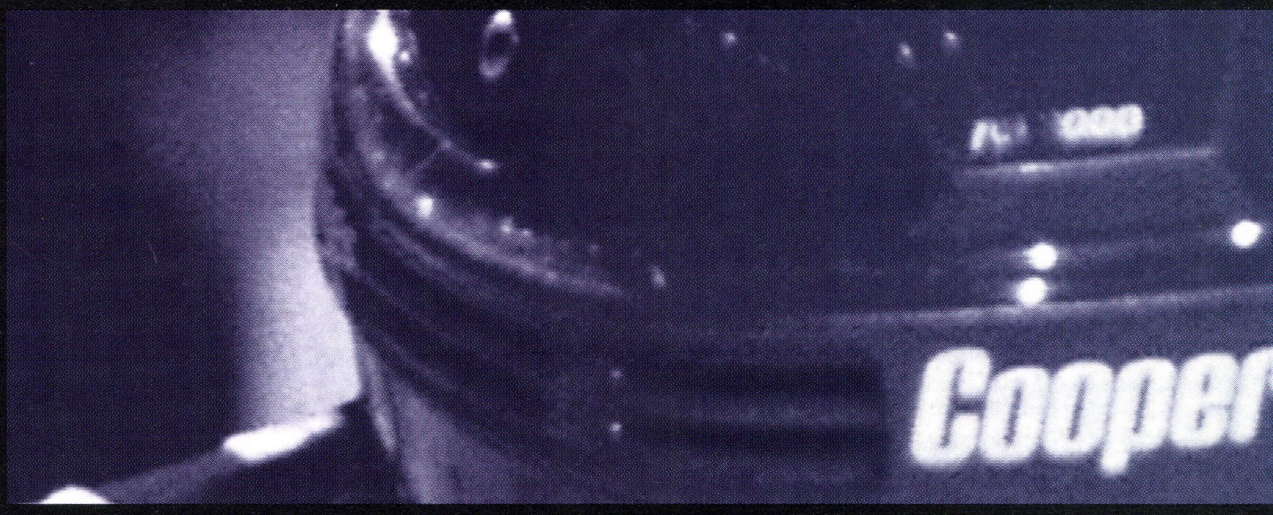
WEIGHT: 7 OUNCES
RANGE: 5-7 FEET
SIZE: 8 INCHES FROM NOSE TO BUTT

THE LICENSED GUN FOR THE SONY PLAYSTATION.

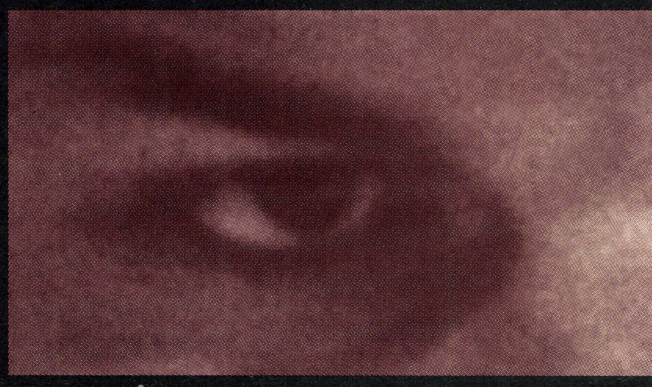
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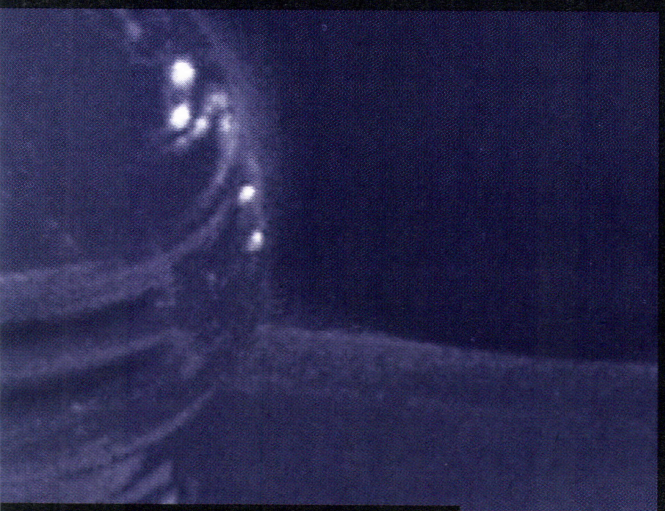
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CONTENT RATED BY ESRB

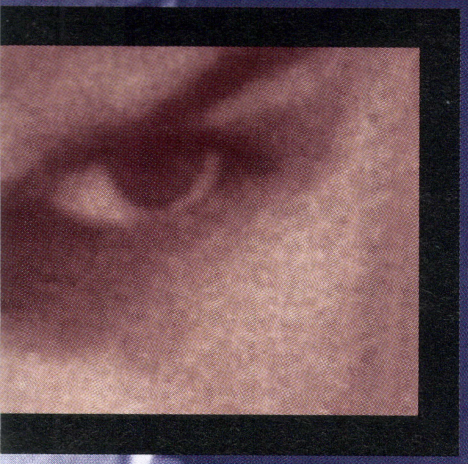
NHLPA

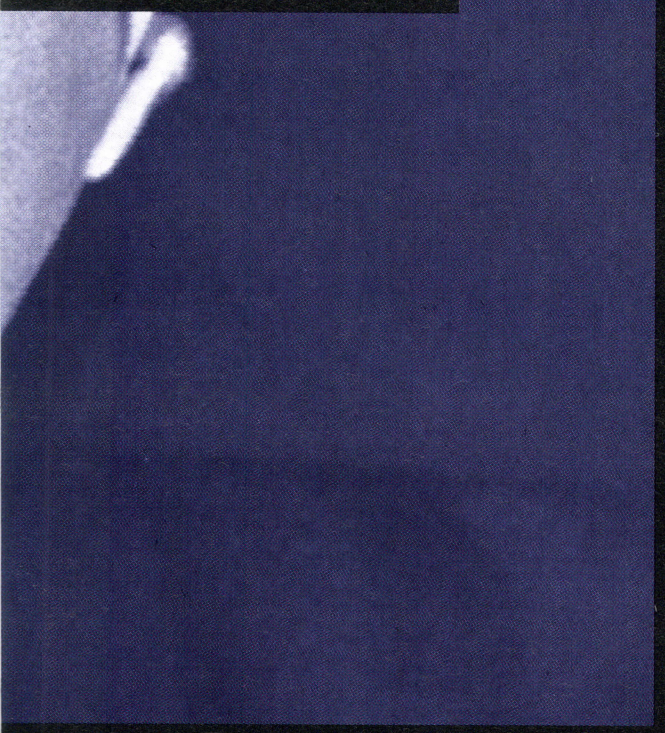
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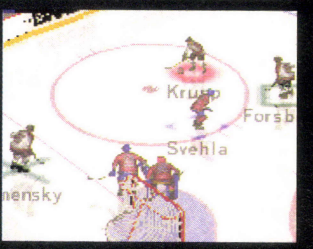


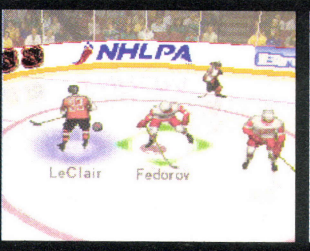














You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced gameplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechecking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got Icon Passing,™ which lets you execute give-and-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.



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tricks of the trade

top tricks

Alien Trilogy

Acclaim/Saturn

Unlimited Ammo, Stage Select

Here are a couple codes that will surely help you out! Just enter them both at the Password Screen to access a Stage Select and Unlimited Ammo! At the Password Screen, enter: F1LLMYPOCK1TS and then go into the game for Unlimited ammunition.

Also enter: FLYTO??. Except don't enter in the question marks. Instead, punch in the level you wish to play in. For example, enter: FLYTO17. This will bring you to level 17. There are a total of 34 levels and #35 is the Ending sequence. Have fun but try not to go to the last level first!

Bogey: Dead 6

Sony Computer Entertainment/PlayStation

Access All Fighters

To get access to all the fighter jets, go to the Plane Selection Screen and enter the following code: Left, Left, Right, Down, Up, Down, Right, Select. You will hear a shout to confirm that the code was entered correctly. Now all of the fighters will be available for you to select. Choose a plane with good speed, endurance, maneuverability and stability to fight for you. Use any plane, even an F22 for combat in the beginning missions!



Gunship

Sony Computer Entertainment/PlayStation

Unlimited Ammo

While at the Loading Screen, press down and the following buttons: L1, L2, R2 and X at the same time. If done correctly, "Cheat" will appear on the upper left-hand corner, when you begin your mission. This will access an Unlimited Ammo cheat, which will allow you to have enough fire power to blow your way through each mission.

Gun Griffon

Sega/Saturn

Various Cheats

Here are several cheats to quickly enter at the Main Title Screen, in your next game of Gun Griffon. The codes are as follows: For Mission Select enter: Y, Y, A, Y, Y and Start.

To Charge Your Enemies enter: Right, Right, B, C, A and Start.

For Invincibility enter: Left, Right, B, C, C and Start.

For Double Hit Points enter: X, Y, Z, Up, Down and Start.

To See Ending Sequence enter: Down, Up, Right, A, Left and Start. To Change Height enter: Down, Left, C, C, Start and then press C or Z on controller two to change height.

To Disable Centering on Turret enter: B, B, B, Up, C and Start. The following codes are not to be entered at the Main Title Screen, but when within the game. To see debugging display enter: Right, Right, X, B, A, L, L, L, R on controller two. A Debug Screen will then appear, if done correctly.

To rotate the windmill, repeatedly press the C button on controller two quickly to make it go faster.

Tetris Attack

Nintendo/Super NES

Stage Passwords

The following passwords should get you through the rest of the game for those of you who are still throwing your controllers! To enter them, just go to the Password Screen at the beginning of the game, enter the codes, then highlight "End" and begin the stage.

Hard Mode Stage 2: S&DJ77J! Stage 3: SXDG779! Stage 4: SLD8777! Stage 5: S4DF77!! Stage 6: S8D577D! Stage 7: SGDL772! Stage 8: SFRL77N! Stage 9: SM?L76C! Stage 10: SC?L76J! Stage 11: SM?LS69! Final Stage: SY?L767! Super Hard Mode Stage 2: STDJ7YJ! Stage 3: SNDG7Y9! Stage 4: SHD87Y7! Stage 5: S2DF7Y!! Stage 6: SQD57YD! Stage 7: SJDL7Y2! Stage 8: S1RL7YN! Stage 9: SC?L7BC! Stage 10: SM?LSBJ! Stage 11: S1?L9B9! Final Stage: SC?L%B7!

Formula One

Psygnosis/PlayStation

Crazy Cheats

Here are some bizarre cheats to enter after selecting your driver and the track you wish to race on. To enter them, go to the "Practice, Qualify and Race" Screen and hold down the Select button while entering the following codes. If you can't seem to access the codes, then you need to enter them quicker.



For Bike Mode press: Down, Up, Circle, Triangle, Right, Up, Square, Triangle.

For Buggy Mode press: Right, Up, Triangle, Left, Up, Square, Triangle.

For Gibberish Mode press: Left, Circle, Up, Down, Down, Right, Circle, Square, Square. This code will make the announcer speak gibberish.

For Bonus Track press: Left, Circle, Circle, Triangle, Triangle, Circle, Up, Right. This code activates the Bonus track. You have to choose a course, then quit the course you have selected and go back to the Track Select Screen where you can choose the Bonus track.

For Lava Mode press: Square, Circle, Up, Right, Right, Circle, X. This code, once entered, will give you a track covered in lava and the trackside objects covered in ash.

Ultimate Mortal Kombat 3

Williams Entertainment/Saturn

Hidden Cheat Menu

Forget having to enter those UKK codes! Here's a great new code which is much easier, that will access a hidden Cheat Menu full of goodies to mess with, such as Free Play and One-Round Matches! At the Title Screen (with the skeletons in the background) press the buttons: C, R button, A, Z, Y, C, Y, R button, A and X. This spells out CRAZY CYRAX. Then go to the Options Screen (the rotating cube) and hit Up. A "?" will appear as the new Option Menu. Enter this menu and you will be able to select various options like Hidden characters, Freeplay, the option to turn off Fatality time and other options!

Virtual On

Sega/Saturn

Various Cheats

The following cheats once entered will gain access to various options, such as different camera views, mech color changes and more! To access these cheats, just enter the following. To Change the Mechs' colors: Press the Left Shift at the Main Options Screen when selecting the type of game you wish to play. To Select Jaguarandi: Press and hold Down at the Start Screen and hit both Shift keys. Now go to the Character Select and he will be selectable! To Change Camera Angles: During the game just press X+Y+Z at the same time. To Change Raiden/Temjin Mechs' colors: While at the Start screen hold the Up button and press both Shift keys simultaneously. Then go to the Character Select Screen and you should notice the difference.

WipeOut XL

Psygnosis/PlayStation

Many Cheats

Just hold down L1, R1, Select and enter the following codes at the relevant menus. At the Pregame Menus:

For Phantom Class press: Triangle, Triangle, Triangle, Circle, Circle, Circle.

For Eight Tracks press: Square, Circle, Triangle, Circle, Square.

For Piranha Team press: X, X, X, X, Circle, Triangle, Square.

When in the game and paused:

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PlayStation

KIDS TO ADULTS
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SEGA SATURN

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An alien conspiracy

A bizzare and brutal dimension

A deadly trap with only one chance for survival...

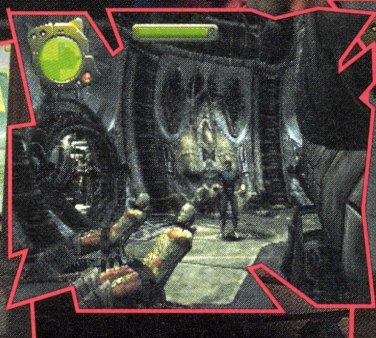
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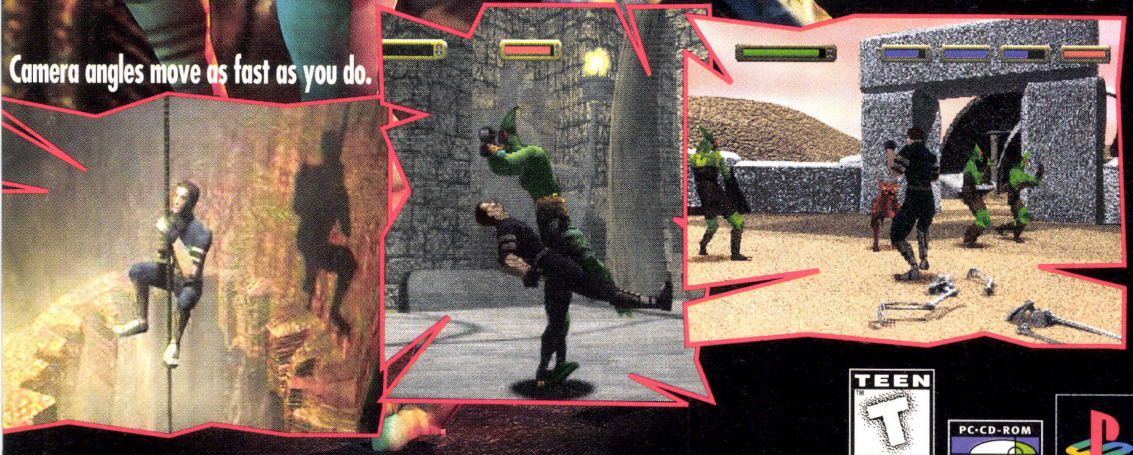
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Electronic Gaming Monthly

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Intelligent Gamer

"I have reviewed over 1,000 games and have never seen anything like Perfect Weapon"
Lawrence Neves , Senior Editor , Game Pro

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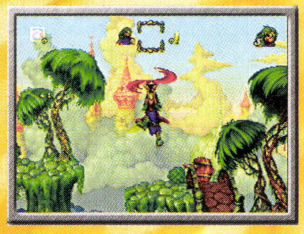
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For Machine Gun: Square, Circle, X, Square, Circle, X, Triangle.
For Infinite Energy press: Triangle, X, Square, Circle, Triangle, X, Square, Circle.
For Infinite Weapons press: X, X, Square, Square, Circle, Circle, Triangle.
For Infinite Time press: Triangle, Square, Circle, X, Triangle, Square, Circle, X.

The Adventures of Lomax

Psygnosis/PlayStation
Level Select, Flying Trick
This is a great cheat to allow you to skip Lomax to various levels in the game. To do this, press Down+Start when in a game. This will pause the game. Now, hold Up and hit: Triangle, Circle, X and Square. A small number should appear on the left side of the screen. This is the Level Select. Change the levels by pressing L1+Select. Then hit L1+Start when you want to choose that level. Plus, here's an added bonus! Lomax will also have the ability to fly around the screen by pressing L1+Square. This can only be done after the Level code is active. By flying around you can get to places that are hard to reach. Just press L1+ Square again to come back down, just watch where you land though!



Street Fighter Alpha 2

Capcom/Saturn
Super Akuma
Super Akuma has been found on the Saturn! To access him, highlight Akuma on the Player Select Screen. Hold Start and move Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down. Then press any Kick or Punch button and let go of Start.

Time Commando

Activision/PlayStation
Full Health
This code will give your character full health to help you survive in the game. To do this, start a game and at any point, press Start to bring up the Pause Menu. Now move down, highlight the "Sound FX" Option and enter the following code: X, Triangle, Triangle, Circle, X, Triangle, Triangle, Circle, Square, Square, X. You will hear a noise to confirm that it worked. Now your life meter will be filled back up. You can do this at any point in the game.

Tokyo Highway Battle

Jaleco/PlayStation
Maximum Points
Now you can max out your point total to achieve better parts for your supercar. Just press and hold: L1, L2, R1, Start and Down simultaneously on controller two, right after the opening demo is over. Keep holding these buttons until the title appears at the Main Menu Screen. Begin a game and check out the number of points you have accessed!

Blast Chamber

Activision/PlayStation
Infinite Lives
For infinite lives in Blast Chamber, go to the Main Menu Screen and with controller one, enter Square, Left, Square, Right, Circle, Down, Circle, Up. Go into the "Games" Option and Choose the "Solo Survivor" Option. Once you select this, you will have chosen One-player Mode. Go back to the Main Menu and begin your game. Now when you die in the game, your lives meter will not go down!

Mortal Kombat Trilogy

Williams Entertainment/PlayStation
Secret Chameleon
At the Player Select Screen, choose Human Smoke. Now, before the round begins, hold Left+High Punch+High Kick+Block+Run at the same time. (For player two, hold Right instead of Left.) As soon as the match starts, Smoke will disappear in a burst of flames and Chameleon will be his replacement! This transparent fighter has the powers of all the ninjas when he turns into them. Unfortunately, you cannot control which ninja you will be, because this is a random process.

Final Doom

Williams Entertainment/PlayStation
Many Cheats
Press Start to pause and enter these codes as shown:
All Powerful Mode: Down, L2, Square, R1, Right, L1, Left, Circle.
Lots of Goodies: X, Triangle, L1, Up, Down, R2, Left, Left.
Level Skip: Right, Left, R2, R1, Triangle, L1, Circle, X (Press X to go to the level).
Map All Lines: Triangle, Triangle, L2, R2, L2, R2, R1, Square.
Map All Objects: Triangle, Triangle, L2, R2, L2, R2, R1, Circle.
X-Ray Vision: L1, R2, L2, R1, Right, Triangle, X, Right.

Twisted Metal 2

Sony Computer Entertainment/PlayStation
Various Tricks
These tricks will give you an advantage in the game, Twisted Metal 2, and make it more fun. Special Moves: During the game, you will have access to a number of special moves and attacks for any vehicle you choose. Three of them are already listed in the manual (Freeze, High Jump and Rear Attack). Here are some more that you can do while in the game (Note: Your special meter must have some energy to do these moves. Each one takes different amounts of energy).
Land Mines: Right, Left, Down.
Napalm: Right, Left, Up.
Shield: Up, Up, Right.
Temporary Invisibility: Right, Down, Left, Up. Secret Characters: To access two secret characters from the first Twisted Metal game, go to the Car Selection Screen and press the following buttons on the first controller: After entering the code, you will hear an explosion to confirm that you did it correctly. Sweet Tooth: Up, L1, Triangle, Right. Minion: L1, Up, Down, Left.
Secret Battlegrounds: These stages can only be accessed in a two-player game. Choose a Challenge Match and at the Battleground Selection Screen, enter the following codes to get these new battlegrounds. After the code has been entered, you will hear an explosion to confirm the code was entered correctly.
Cyburbia: Down, Up, L1, R1.
Suicide Swamp: Up, Down, Right, R1. Rooftop: Down, Left, R1, Down.

Machine Head

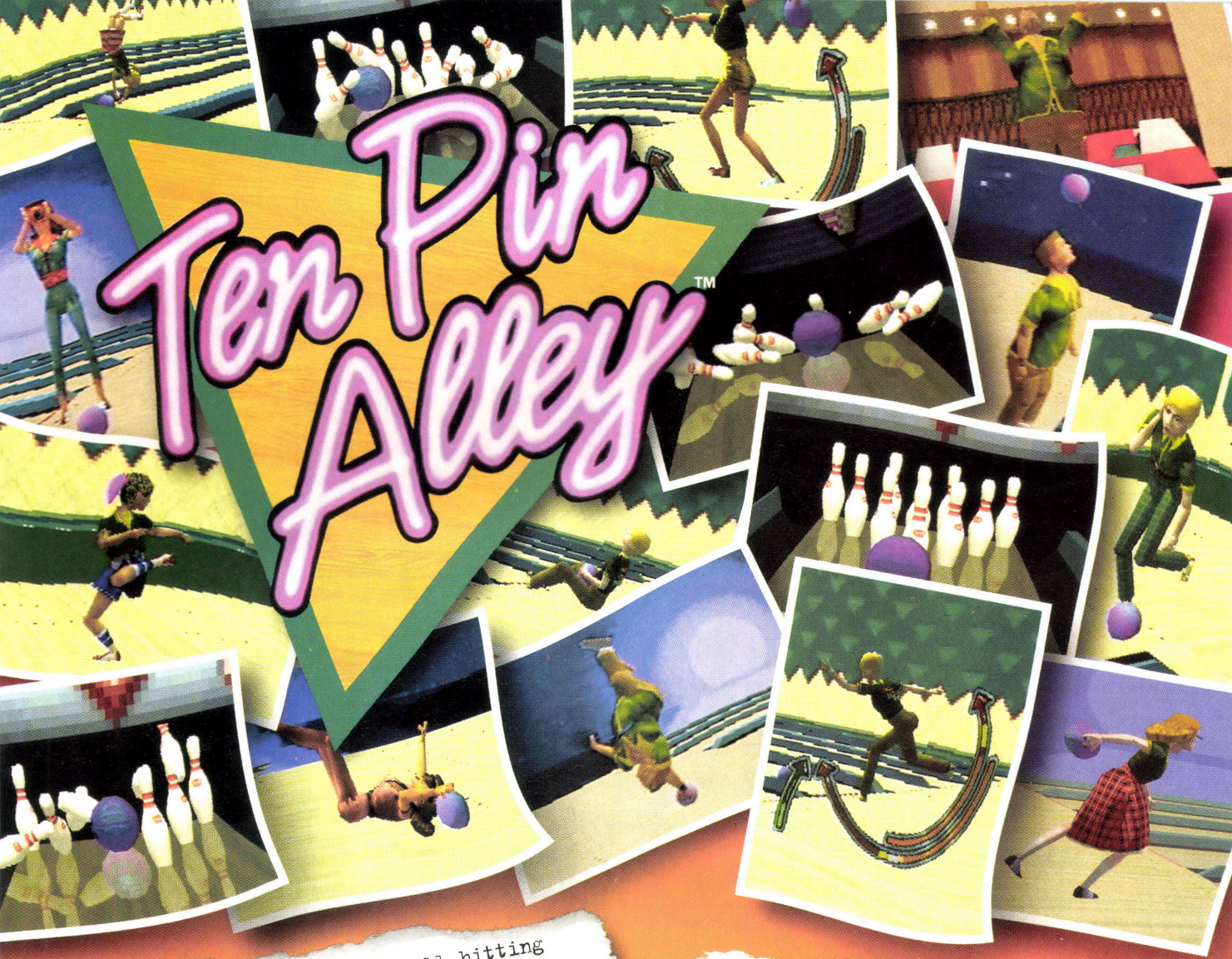
Eidos/PlayStation
Many Cheats
At the Main Menu of the Title Screen, enter any one of these codes to get the results as shown:
Infinite Ammunition: Circle, Circle, Circle, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, Circle, L1, Circle, L1, L1, L1, L1.
Infinite Energy: Circle, L1, L1, L1, Circle, L1, Circle, Circle, L1, Circle, Circle, Circle, L1, L1, L1, L1, L1, L1, Circle, Circle, L1.
Level Select: L1, Circle, L1, L1, L1, Circle, Circle, Circle, Circle, L1, L1, Circle, Circle, L1, Circle, L1, Circle, L1, Circle, Circle, Circle, Circle, Circle (Then use R1 and R2 to select your level).
You will hear a laugh if you did a code correctly. Now you will never run out of ammunition, never get hit and you can choose your starting level. These cheats should have you beating the game in no time! To turn a code off, just do it again at the same Main Menu Screen.

WipeOut XL

Psygnosis/PlayStation
Extra Races
The following passwords are for Challenge 1 and 2, which can be entered in the Options Menu. Move to the Password Option and enter the codes as shown. Challenge 1: Square, Circle, Square, Triangle, Circle, Triangle, Triangle, Circle, Square, Square, Square, Triangle, X, Square. Challenge 2: Square, Circle, Square, Triangle, Circle, Triangle, X, Square, X, Triangle, Triangle, X, Circle, Circle.
Once you have entered either one of these codes, go back to the previous menu and highlight "Race Type." Access this option and you will see the Challenge Option underneath the rest of the types of races.

Star Gladiator

Capcom/PlayStation
Secret Characters
Listed below is the method to access each of the three new characters that were previously unplayable. Bilstein: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Gore and press X, Circle, X, Circle, Square, Square, Square, Triangle, Triangle, Triangle, X+Circle.
Kappah: At the Title Screen, press and hold Select while



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entering Arcade Mode. Keep holding Select, move onto Hayato and press Circle, Square, Triangle, Square, X, Square, Triangle, Square, Circle, Square, X+Triangle.
Blood: At the Title Screen, press and hold Select while entering Arcade Mode. Keep holding Select, move onto Bilstein and press X, Square, X, Square, X, Square, Right, Circle, Triangle, Circle, Triangle Circle, Triangle, L1+R1.

Motortoon Grand Prix

Sony Computer Entertainment/PlayStation
Hidden Options Screen
To get a Hidden Options Menu in this game, highlight the Options from the Main Menu. Now press and hold L1+L2+R1+R2. With these held, press X. In addition to the normal options that appear, you will have access to many more under each sub-heading such as Ghost Car, View Angle, Missile View, Position Marker, Panel Layout, Track Map, Headup Speed Meter and much more. You can choose to turn these options on or off.

Ultimate Mortal Kombat 3

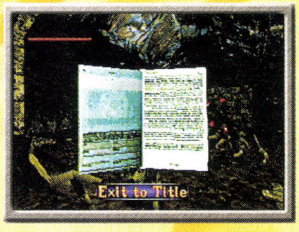
Williams Entertainment/Genesis
Secret Menus
This trick will give you three secret menus with many cheats inside them. At the Title Screen (with Start Game/Options), quickly press A, C, Up, B, Up, B, A, Down. New menus will appear underneath the Options called Cheats, Secrets and Killer Codes. Under these menus, you will be able to access a sound test, increase your continues, play a hidden shooting game and much more. You can even enable the Bosses so you can choose them at the Player Selection Screen.

WaveRace 64

Nintendo/Nintendo 64
Dolphin Trick
Care for a new ride? How about a dolphin! Choose Stunt Mode from the Main Menu. Then select your watercraft. You must make sure that you choose Dolphin Park on the Course Select Screen. Begin your race. To get the trick to work, you must pass through every ring and perform every stunt within the course. Once you do this, you will hear a dolphin squeak at you. Now, go back to the Main Menu and choose Championship Mode with the skill of Normal. Pick the Warm-Up Option and when choosing your watercraft, hold Down on the analog stick and press the A button until you start your race. Now you will be in Dolphin Park riding on the back of a dolphin instead of your JetSki!

Tomb Raider

Eidos/Saturn
Level Skip
Here's a cheat you won't want to forget! Just follow this simple procedure to receive a Level Skip within the game. Anywhere during gameplay, go to the last page of your passport (the "Exit" page) but do not exit! When at this page, enter the code: Z, Y, Z, Y, X, X, X and then the Start button. If done correctly, Lara will make a sound. Then exit the menu and you will skip to the next level!



Soviet Strike

Electronic Arts/PlayStation
Mission Passwords
Just in case you are having difficulty getting past those missions, here are some passwords to help you out. But who would want them when playing a great game like this?!
Anyway, to select a mission, just choose the "Load" Option and then the "Enter" Option. Enter the following passwords at the Password Screen and then begin playing your chosen mission. For Crimea Mission (Level One) enter: WORSTCASE
For Black Sea Mission (Level Two) enter: GRANDTHEFT
For Caspian Mission (Level Three) enter: GROZNEY
For Dracula Mission (Level Four) enter: CHERNOBYL
For Kremlin Mission (Level Five) enter: CIVILWAR

Tomb Raider

Eidos/PlayStation
Weapon Cheat
Here's a great trick to gain some weapons. When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound. Now press the X button. Go back into the Inventory screen with Select. You will now have access to all the available weapons!

Loaded

Interplay/Saturn
Cheat Menu
This trick will enable you to access a hidden Cheat Menu that carries items such as ammo, power and lives! Just pause anywhere within your game. Then highlight the "BGM Volume" Option and press and hold in succession: L button, Z, B, X, C and R button. If done correctly, the hidden Cheat Menu should appear that will allow you to change the amount of lives, ammo, etc. Pressing the C button rapidly on each item will increase the numbers. And pressing C on "Skip Level" will bring you to the proceeding level. Once the menu has been entered once, the next time you pause within a level just press the L button to bring the Cheat Menu up again! This will definitely increase your odds against your enemy!

Mortal Kombat Trilogy

Williams Entertainment/Nintendo 64
Various Cheats
Here are several cheats and codes for the new Trilogy game on N64. Just follow the methods below to access hidden options, players and more!
To access an Extra Option Screen: At the Intro Story Screens, press Up, Right, Left, Down on the C buttons and then B, A. You should hear Shao Kahn's voice if done correctly. Then go into the Options for the hidden Extra Option Menu. To Select Kombat Zone: At the Player Select Screen, highlight Sonya and press Up+Start. The screen will shake and you will notice the Zone Select at the top. To Play as Shao Kahn: After entering the above code, select your fighter and choose "Pit 3" as your Zone. Before the match begins hold Down+A+B. Your fighter should morph when the fight begins. To Play as Motaro: After entering the Zone Select code, select your fighter and choose "Jade's Desert" as your Zone. Before the match begins hold Left (on D-pad)+Low Kick+High Kick simultaneously. Your fighter should morph when the fight begins. To Play as Human Smoke: Select Robo-Smoke as your fighter then hold Left (on D-pad) +Block+High Punch+High Kick+Run simultaneously before the match begins. Robo-Smoke should then morph into Human Smoke. For Super Endurance Path: Press Down+Start while highlighting Kano at the Player Select Screen. The screen will shake. Then select the hardest path for Super Endurance.

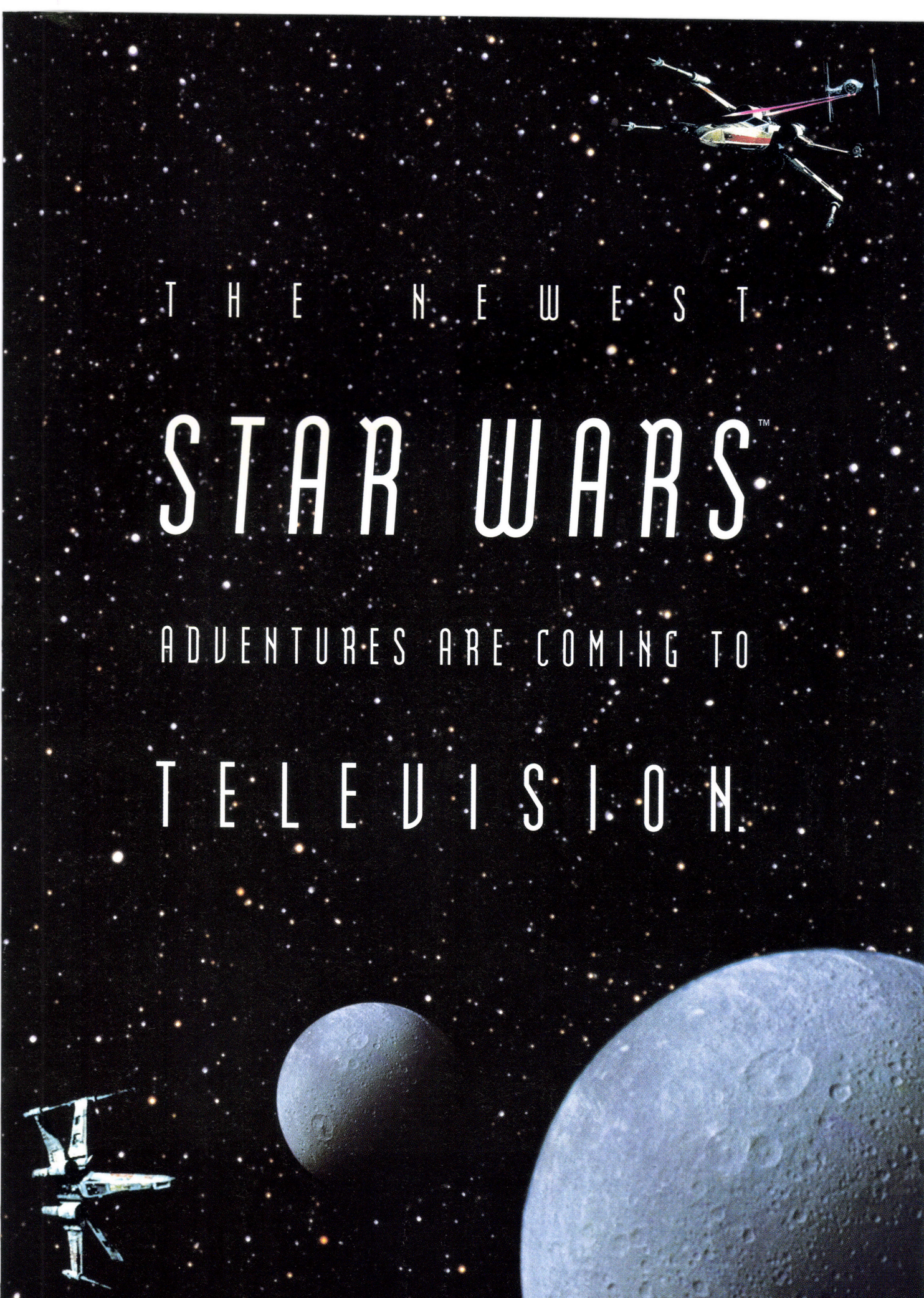


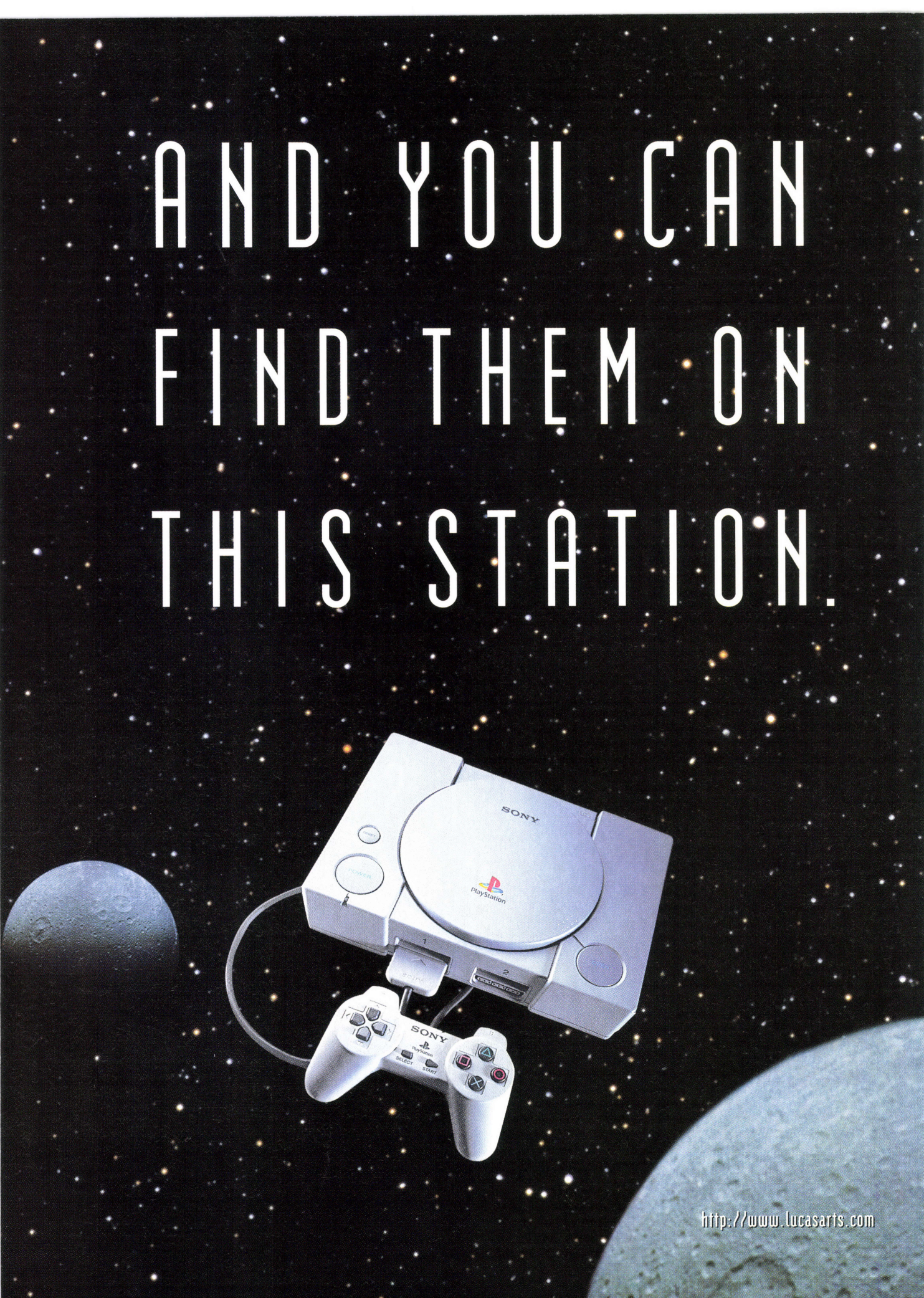
Project Overkill

Konami/PlayStation
Various Cheats
Here are a few more codes for this game to add to the rest. Like before, you must pause within the game, highlight "Review Mission" and enter the following.
For Extra Ammo: Hold Circle, press Square. Hold Triangle, press X. Hold Circle, press X. Hold X, press Square.
For Speed: Hold Up, press Triangle, Triangle, Triangle. Hold Down, press X, Square, Circle.
For Shield: Hold Right, press Circle, Square, Triangle. Hold Left, press Square, Circle, X.
To End Level: Press X, Up, Down, Up. Hold Square, press Circle. Hold X, press Triangle.
For Testing Mode: Press Left, Right, Right, Left. Hold X, press Triangle. Hold Triangle, press X.

Prince of Persia 2

Titus/Super NES
Level Skip
Here is a great method to move your way through the game using a Level Skip. Just go to the Options Menu and press and hold: Down, A, X and the L Shift button in that succession. If done correctly, the background clouds will fly by faster. Now, begin your game, and when you wish to move to the next level, hit the Select button. You will proceed to the next level!


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Mario Kart 64



system: Nintendo 64
theme: racing
developer: Nintendo

strategy talk

What can I say about the sequel to my favorite video game of all time? Here we have the latest installment of a title I have been busy playing almost religiously with my friends ever since its inception. How can it possibly compare?

Well, first let me say as games go, this one's top-notch. As expected, the new N64 graphics and sound effects launch this kart leaps and bounds above the original and doesn't look back. And the new items, courses and characters make it even more appealing.

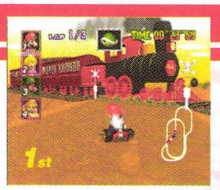
Then why do I find myself still playing the first one, long since, considered state-of-the-art, with its inferior 16-Bit visuals and "Mode 7" warping effects? I dunno. I guess after you cut through all the hoopla, the bottom line is that it's really all about fun. Or maybe I just miss what didn't make it over from the original. Don't get me wrong though, MK64 is still a superb title in its own right and well worth the waiting and cash plunked down for it.

—Tim "Eyelids" Davis

strat-stats

Time to complete: Not long enough
Challenge: Moderate
Super NES better? No
Computers switched: 3
Keyboard keys imprinted on forehead: 11







MARIO KART 64





Well it's been over four years in the making, but here at last is the real sequel to one of the greatest ~~Super NES~~ video games of all time!

A NEW GEAR



New to the Mario Kart scene is a reverse gear. It helps you move away from a wall without preforming a bunch of turn jumps like its predecessor required you to do. This is even more useful in the Battle Modes, so you won't be a sitting duck quite as long anymore.

POWER SLIDIN'



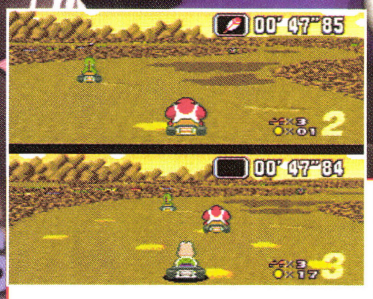






Power sliding isn't as important as it used to be, but when you do perform one, you slide for an insanely amount of time and you won't spin out like before.

BLAST FROM THE PAST









MIA from the original Super Mario Kart is the Koopa Troopa (or Kumquat-head, the magic turtle as he's more affectionately known). As well, the coin-collecting system and rear-view mirror in the One-player Mode is gone. Also joining the list of has-beens is the feather item which is really missed here, because it allowed players to perform really wacky stunts. (It also allowed them to cheat too.) The control is another feature that has been severely altered—it directly simulates real RC cars. Why fix something that isn't broken?








GENERAL PLAYING TIPS



- Save a mushroom, red shell or star at the end of the last lap for when the computer tries to overrun you.
- Thanks to the new analog controller, power sliding isn't as necessary as before, but don't forget to use it for those real tight hairpin turns.
- Keep an eye on your speedometer when using the magic mushroom to maintain a high top speed between boosts.
- If you can't get out of the way of an item, try jumping as a last resort.

WARNING!



Do not attempt the tactics below if you value your friendship!

- Use the lightning bolt when the opposition is just about to start a big jump. (This works great on the Princess Circuit and Wario Stadium!)
- Try to drop the fake item block with the rest of them to really psyche players out, but just be sure to remember where you left it.
- Leave a trail of bananas behind you to prevent anyone from shooting or passing you.
- It's possible to hit someone ahead of you more than once, thanks to the new groups of three red and green shells. (Oh, man, that's **really** evil.)

INSTRUMENTS OF DESTRUCTION?

Mentioned below is the list of weapons, items and diversions for the players who love them.

Mushroom



Not as powerful as before, but still packs one heckuva wallop. (Max: 80kph)

3 Mushrooms



Unlike the others, you can't pick up anything else until you use them.

Magic Mushroom



An infinite amount of mushroom boosts for a limited time.

Star



Invincibility and top speed all in one handy-dandy package!

L. Bolt



Shrinks and slows enemies down so you can stomp on them later.

Green Shell



Can be shot ahead or dropped behind to dissuade tailgaters.

3 Green Shells



Can be shot ahead blindly or left to form a hit-absorbing shield.

Red Shell



Will home-in on enemies ahead of you, but will not follow them around corners.

3 Red Shells



Three homing red shells that also act as shields until fired.

Spiked Shell



This little spiked beauty will obliterate the player in first place and all in its path.

Bananas



Try holing these behind you to absorb any potential projectile hits.

3 Bananas



Drop these behind you for a while to stop any thrill seekers.

Ghost



Allows you to become invisible and steal your opponent's item.

Fake Item



An explosive disguised as an item that explodes on impact!



NITRO BLASTS





By holding down the accelerator and the tail end of the second starting light, your character will explode through the rest of the pack and the starting grid. Be careful, though—if you start doing this too early, you'll suffer a burnout instead.

Mushroom Cup Series

LUIGI CIRCUIT








The Luigi Circuit is a good course for practicing power slides and learning how enemies around you drive. Try experimenting with different items and what they do, so you'll be prepared for what's to come.

MOH MOH FARM





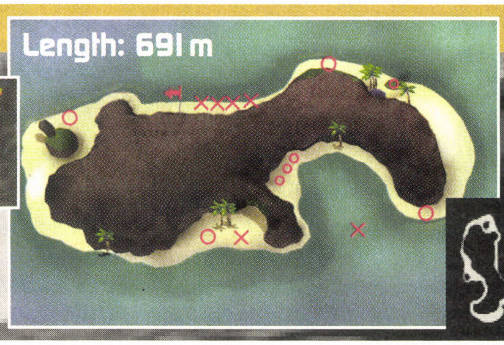



Like in the original, the moles continue to be a problem in this course. However, this time they don't just slow you down a little, they completely blast you and your cart clear off the track! A star will still get rid of them.

NOKO NOKO BEACH

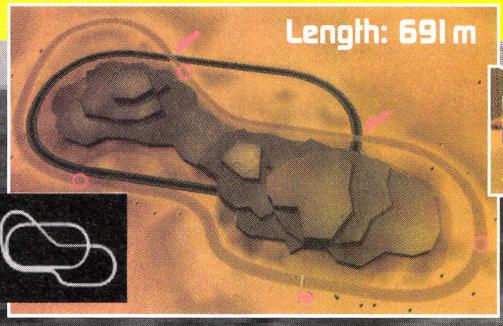




The Beach has a special not-so-invisible shortcut within it, but to get there you must possess a star or mushroom first. Also, beware of palm trees since they'll quickly send you for a spin.

KARA KARA DESERT








Watch out for the train! In some of the faster modes, it carries more cargo behind it, so you'll have to stop along with everyone else to let it pass. And no, the rail lines do not offer a quicker way of travel.



BOWSER



This king of the Koopas has enormous bulk to help push others around, if he's traveling fast enough. Although seemingly slow to accelerate compared to the rest of the group, Bowser more than makes up for it with his sheer brute force.



DONKEY KONG



Now all grown up (sob!), Donkey Kong returns to the kart scene—much to the approval of yours truly. Like Bowser, he has tremendous girth and can push his way through Sunday-afternoon traffic with the best of them. If he could do something about that 0-60...

Note for maps: 0=Item Diamond X=Hazard

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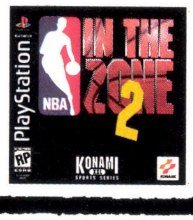
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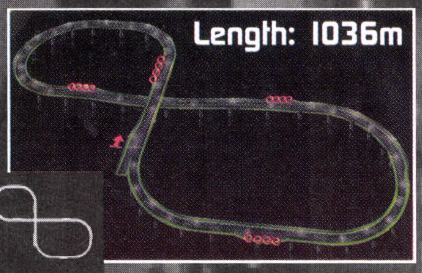
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Flower Cup Series

TOAD HIGHWAY

The Toad Highway is a good track to practice the best ways to take out the opposition. Here, you'll want to have a character with a good top speed and decent cornering ability, since you'll need to avoid the rush-hour traffic that infests the road. Keep in mind that you'll always find the items on the left of the track.













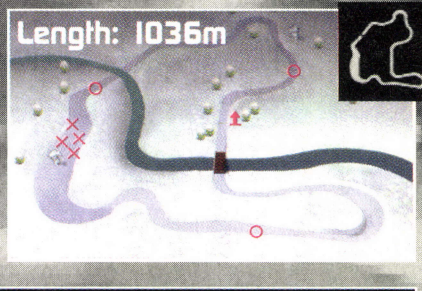
FRAPPE SNOWLAND









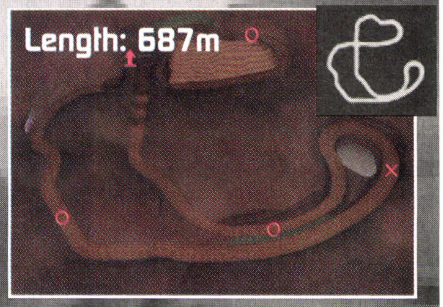




Beware of the army of snowmen that appear before you in this level—the slightest movement left or right will send you into one and launch you into orbit. If you're lucky enough to have a star or group of three red/green turtle shells in your possession, now's the time to use them!

CHOCO MOUNTAIN













This level is just plain fun. The main hazards to watch for here are the avalanche of boulders and a cliff which you must follow for a while without falling off of. Avoid jumping at an angle off the ramps so you don't wipe out.

MARIO CIRCUIT







It seems that Mario has his own track on the circuit as well! Unlike his brother's, Mario's track is filled with hairpin turns and plumbing tunnels to race through. Use your power slide to keep your cart on the course and head for the checkered flag!







LUIGI

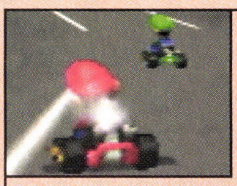


Luigi is a good all-around character to use for players who like to have ample, but not necessarily extensive amounts of handling, top speed and acceleration. He's also a very good character for novice Mario Kart players to use.



MARIO





Like his pizza-loving brother, Mario is a good character for beginner players to use. His cornering, acceleration and top speed are all about average in comparison to the rest of the group. Besides, who could resist that face?

Note for maps: 0=Item Diamond X=Hazard

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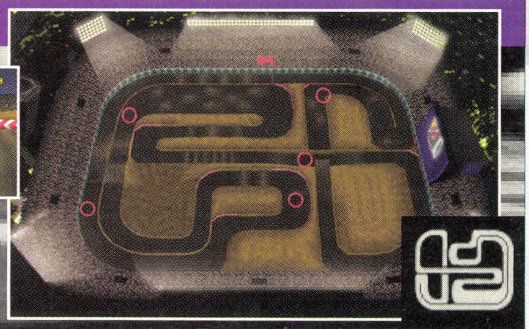
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Star Cup Series

WARIO STADIUM

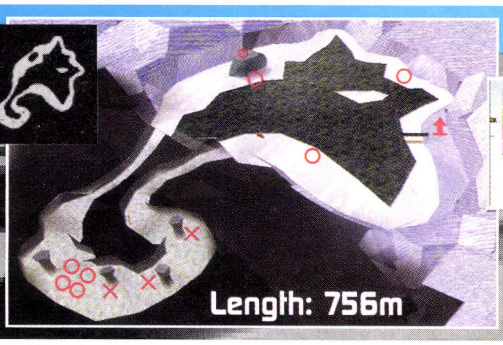






Wario Stadium is one of the longest courses in the game. Make sure to clear the chasm near the end of each lap, or you'll have a horrible time trying to catch up. You can gain ground on the stadium's long straights.

SHERBERT LAND








Watch out for the penguin guards who dive at you in front of the access to the caverns ahead. With a little courage and a mushroom or star, it's possible to cut the corners a little to shave off seconds.

PRINCESS CIRCUIT



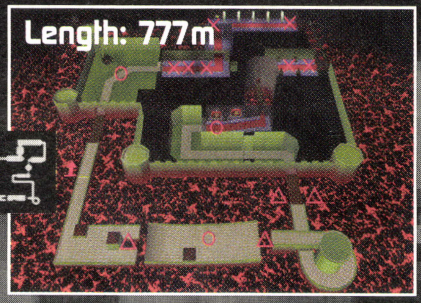






The Princess Circuit has, by far, the biggest jump in the game. It's important that you line your character up as straight as possible to avoid landing off the track and onto the pavement below. That would not be pretty!

BOWSER CASTLE



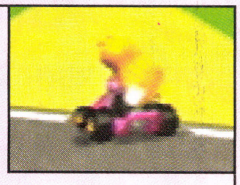



Bowser Castle marks the return of those annoying Thwomps that infested the courses in the first game. You'll want to have a character with great cornering ability in this level in order to master the courtyard hairpin turn ahead.





PRINCESS TOADSTOOL



The Princess still likes to get down and dirty like the rest of them. Being the feather weight that she is, the Princess is able to muster road-burning acceleration. Not having the momentum of her competitors, she has to maneuver her way through traffic.

TOAD



Toad is a character that can corner with the best of them and a good racer to use for beginner players out there. Unfortunately, he's usually getting bullied by the bigger racers such as Bowser or Donkey Kong. (Right, Darrell?)

Note for maps: 0=Item Diamond X=Hazard

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Special Cup Series

DONKEY JUNGLE PARK

Donkey Kong's homeland starts off the Special Cup courses, and as tracks go, this one's not that tough. Just make sure you launch yourself correctly off the ramp to successfully avoid slamming into the Mario steamboat moving upstream.













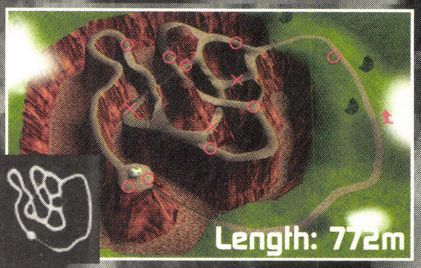
YOSHI VALLEY







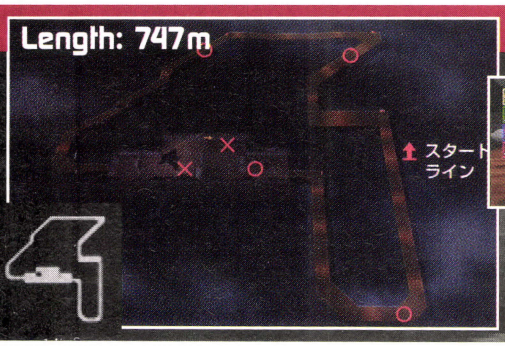






This course is cool because it offers the player multiple paths to race through. Some are short and dangerous, while others are longer and less complicated. Depending on the skill level, a true dare-devil will want to make two lefts and then a right for the quickest (but most dangerous) route to the finish line.

HYUUDORO LAKE











Remaining true to the original ghost tracks, Hyuudoro Lake is a twisting ride through the spook house, offering numerous chances to plummet into the dark void below on either side. Oooh...scary!

RAINBOW ROAD







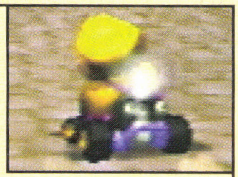




The longest course of the game, the Rainbow Road is actually pretty easy to master compared to many of the previous tracks. Your only problem here is avoiding Chomp, who's roaming around looking for a snack.



WARIO



The only newcomer to the Mario Kart scene, Wario is a good mix between Mario and Donkey Kong, meaning that he has decent acceleration. He also has enough body mass to push other racers out there around a little. Watch out for him!



YOSHI

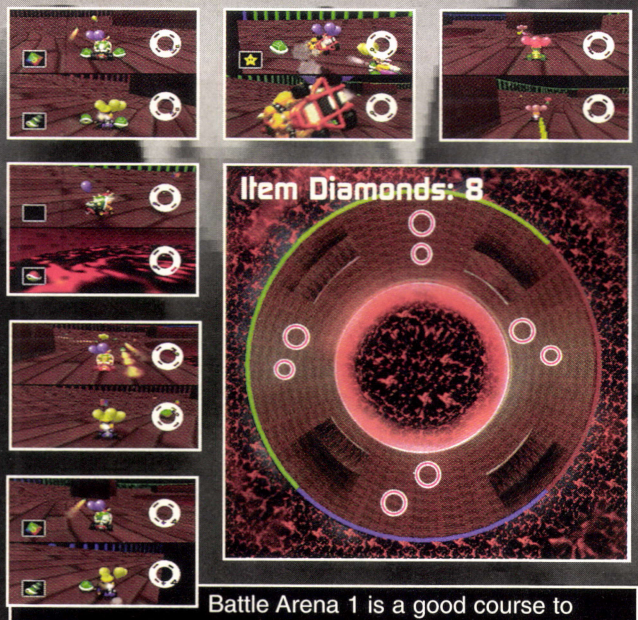


Everyone's favorite little green dinosaur returns in this installment with great acceleration and cornering ability. Like the Princess and Toad, he's prone to being overrun by some of the road hogs out there. (So what's wrong with that?)

Note for maps: 0=Item Diamond X=Hazard

Battle Mode Arenas

ARENA 1



Battle Arena 1 is a good course to develop basic attacks and to familiarize yourself with the new on-screen "enemy finder." The only hazard that faces you in this arena is the huge lava pit that makes up the center of the playing field. Taking a dip into that pond not only takes one balloon away from you, but leaves you momentarily vulnerable while being fished out.

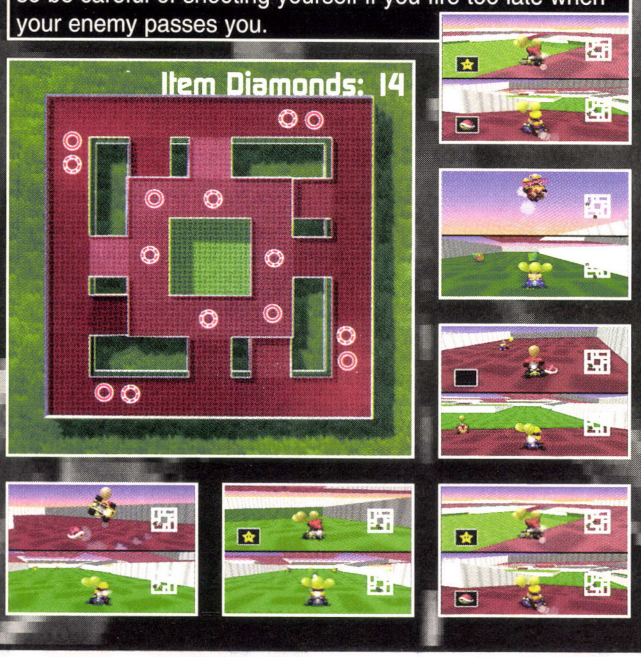
ARENA 2

The second arena has three different levels that players can drive up on, via ramps and bridges that connect with each other. On this course, keep in mind that players seeking red shells can be fired from the level above you, making them more difficult to avoid. The "diamonds" are plentiful, a total of 16 of them are placed on various points of the track.



ARENA 3

Unlike the first and fourth battle arena, this one doesn't have any natural disasters (such as falls and lava pits) to automatically detract one balloon from your inventory. One disastrous effect that the red shells have in here is that they completely track their target minus a straight launch, so be careful of shooting yourself if you fire too late when your enemy passes you.

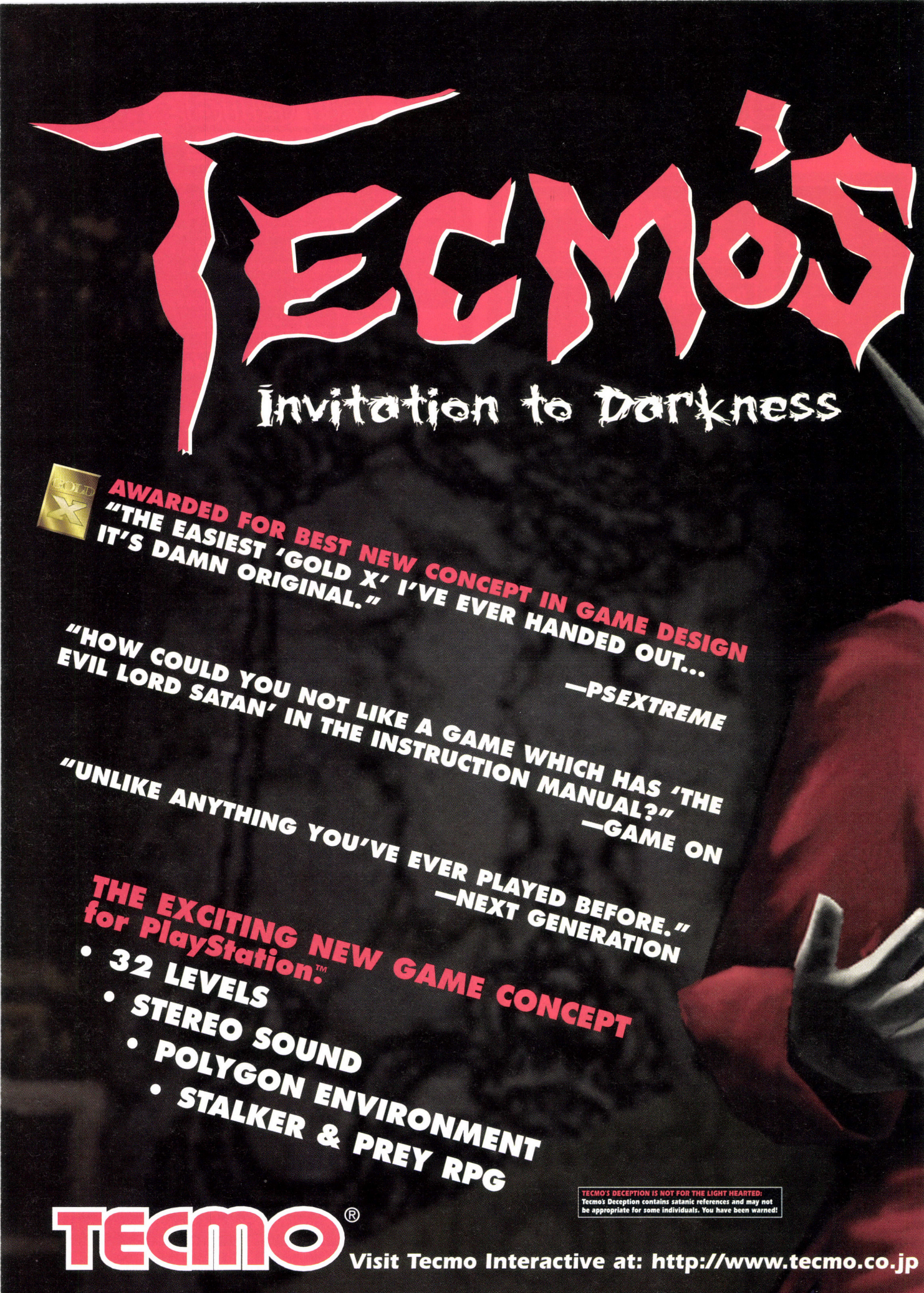


ARENA 4



This is one of the smallest and arguably the funniest battle arena course in the game. Stay out of the center or else you'll find yourself on a one-way journey into the super unknown. This track is also very similar to the original since you can see where your opponent is at on any part of the track.

Note for maps: 0=Item Diamond X=Hazard

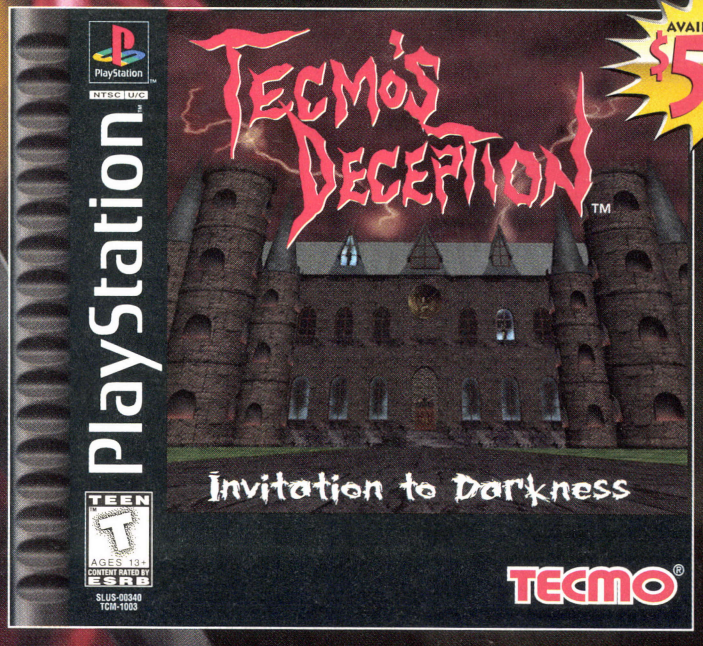

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SOTE



system N64
theme action
developer LucasArts

strategy talk

Anyone who has ever wanted to play a game that does justice to a classic movie series should take a gander at Star Wars: Shadows of the Empire.

What makes Shadows so cool is the attention to detail with pristine graphics and an awesome soundtrack.

There are several types of gameplay that keep things fresh. You can fly a snowspeeder against AT-ATs or run around in a Doom-esque mission. After a little playing, the controls of Shadows become second nature. The only problematic gameplay element is the accuracy of Dash's shooting.

This cart really shines when you start looking for the Challenge Points. Since nearly every player should be able to at least beat it, I'm going to show where these elusive items are. Some hints here and there should help you find them more easily.

Hopefully LucasArts will get moving on a sequel to this one. It was a bit short, but I really enjoyed blowing through this one. If you have any questions, send them in.

—Andrew "Mouth" Baran

strat-stats

time to complete:
15 hours

challenge:
Hard

Average # People who read this little section:
just you...

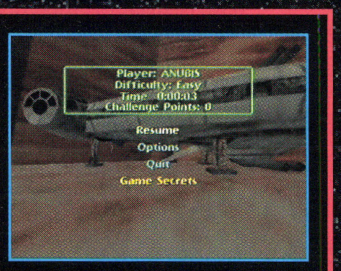
Watched Trilogy:
73.5

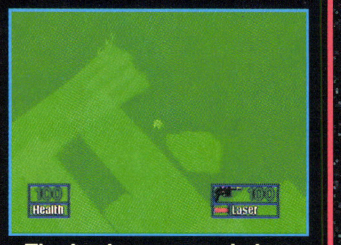
STAR WARS™ SHADOWS OF THE EMPIRE

THE LEVELS...



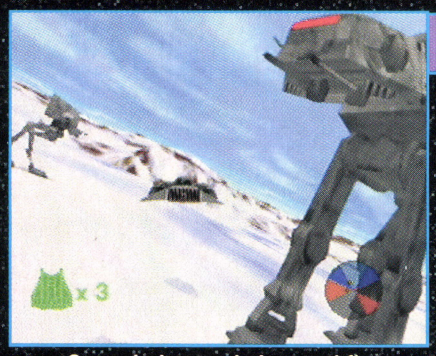
Star Wars: Shadows of the Empire features four different types of games. Each mode has its own techniques to master. For flying around, like on Hoth, you'll need to vary your speed to avoid enemy shots. Levels like the Asteroid Field are simple shoot-'em-ups. The Doom-style levels are dependent on the "Z" Trigger for crucial aiming. And no one realizes that the Swoop has brakes. Little control elements like these can mean the difference between life and death.





The Leebo scanner is just one of the many goodies.

Collect all of the Challenge Points, and you'll receive a special treat. This depends on the difficulty setting. Beat the game on Easy for the Leebo Scanner. Medium grants you use of an X-Wing or TIE Fighter. Hard lets you get invincibility. Finally, Jedi makes all of the Wampas in the game friendly. Truly a magical gift!



Come in low and slow and fly around their legs three times.

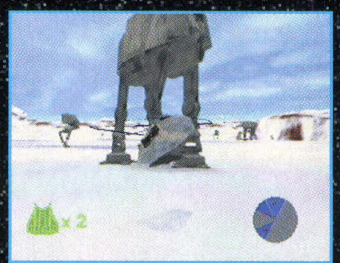
THE HOTH BATTLE

This level is made up of four sections. Relatively easy to do, you must defeat waves of Probe Droids, AT-STs and the giant Imperial Walkers. The levels steadily get tougher with you having to take down an entire army. You can kill the Probe Droids with just one shot, so go for them first. Then home in on the Walker Scouts (AT-STs). With these, shoot them in the head to do the most damage. Hitting them from behind is a good idea. The Imperial Walkers can be damaged with your lasers, but using your tow cables to topple them is easier. Decelerate and fly around their legs three times.



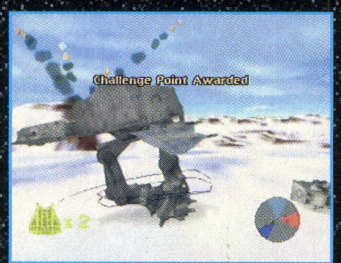
CHALLENGE POINT: 1

You must topple the AT-AT with your tow cable to get the Challenge Points here.



CHALLENGE POINT: 2

You can shoot while wrapping the AT-AT's legs. A good way to kill off the Probe Droids.



CHALLENGE POINT: 3

These three Challenge Points are the easiest to get in the game.

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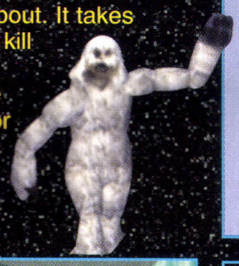
ESCAPE FROM ECHO BASE



Watch the Millennium Falcon escape from the main hanger bay!

Dash must fight off SnowTroopers as he attempts to turn on the emergency generator. He can only open the hanger doors by doing so. SnowTroopers like hiding behind the many crates scattered about the level, so strafe them before they can start popping shots at you. They have set up sentry guns that take many hits to kill, so using cover is a good idea. The closer you get to the Generator Room, the more Probe Droids you'll see poking about. It takes three hits of your Blaster to kill them. They are rather hard to hit, so try aiming with the trigger switch for a better shot.







WAMPAS

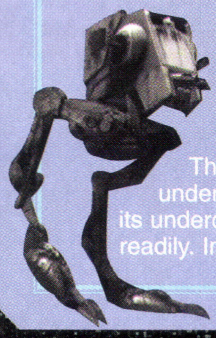
The snowbeasts called Wampas are penned up near the start of the level. If you don't attack them, they'll hunt down SnowTroopers for you. They're great for cleaning up a corridor.





THE AT-ST





The AT-ST is easy to kill. Get in under it. Its feet won't hurt you. Peg its undercarriage to do damage more readily. Invincibility is found on a ledge...



Keep an eye out for snipers in the distance. Cheap shots!



SnowTroopers are placed conveniently behind the doors.

CHALLENGE POINT: 1



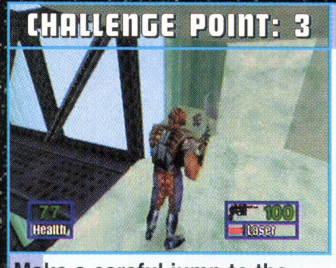
Flip open the wall in the medical bay for health and a hidden Challenge Point.

CHALLENGE POINT: 2



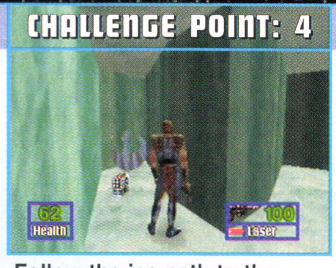
Shoot boxes on the left side of the corridor to reveal the second Challenge Point.

CHALLENGE POINT: 3



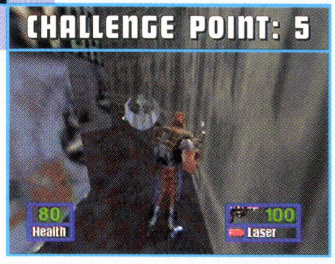
Make a careful jump to the right from the first rusty metal catwalk. It's a tough jump.

CHALLENGE POINT: 4



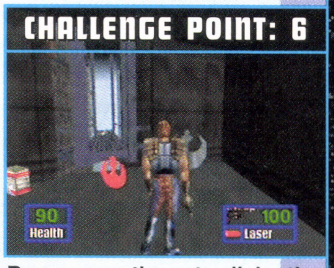
Follow the ice path to the right in order to nab some seekers as well as point #4.

CHALLENGE POINT: 5



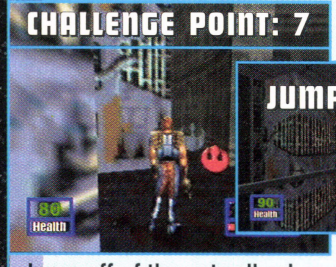
The first generator on the right hides CP#5 behind one of its giant gears.

CHALLENGE POINT: 6



Run across the catwalk by the generators and jump where you see the extra life.

CHALLENGE POINT: 7

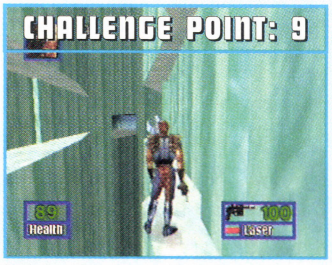


CHALLENGE POINT: 8



Jump off of the catwalk when you come to a second set of power generators. Jump off to the left and run around the spokes to pick up CP#7 then leap over to the second area.

CHALLENGE POINT: 9



When this room begins to split, check out the left-hand side of the screen.

CHALLENGE POINT: 10



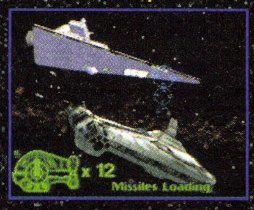
On the way to the Outrider, blast some boxes to reveal a Wampa and the Point.

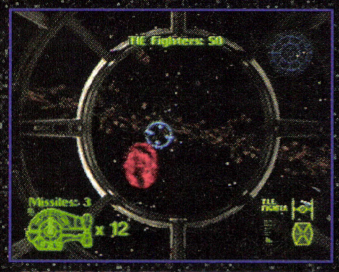
THE ASTEROID FIELD



Fire your missiles at clusters of TIE Fighters to take out the entire group!

The Asteroid Field is where you must hold off TIE Fighters and TIE Bombers until you can clear an asteroid field. You have an unlimited supply of Missiles, but it takes time for you to reload after you use up your first batch. TIE Fighters aren't a problem, as they don't have any shields. The Bombers are nasty because they have missiles of their own. Shoot the green orbs before they hit you, or you're going to get hurt. After 55 or so TIEs, you'll win.





CHALLENGE POINTS: 6

You must topple the AT-AT with your tow cable to get the challenge points here.

ORD MANTELL JUNKYARD



Do not jump when there are hairpin curves, or you'll end up falling off.

This level scrolls automatically, so you can't take your time with situations. You must react to a number of things. There are barriers that you must jump over and some you must duck. Memorize which sections falls into the murky trash heaps, and jump nimbly from train to train. As long as you keep your eyes forward, you should have too much of a problems with this level. During part of the course, you'll notice red beams crossing the track. Shoot the generator boxes to turn them off.







HOW TO PICK UP THE CHALLENGE POINTS

The first three Challenge Points will appear in the air and you must jump to reach them. Position yourself in the middle for the first, then the left and finally the right. It shouldn't be too hard once you remember where they are.

The next Point is on a box car that you must jump onto and off of quickly. The fifth point is floating in the air, right before you enter a building complex. Leap for it from the center.

Challenge Points 6-8 are on board the train. These three are easy to get. The only tricky one has you jumping onto a wall platform.

Point #9 is found on the right side of the Engine. Be quick when you pick this one up, because you have to make a leap from the other side.

The final three points are found when you are fighting IG-88. One is atop a junkpile in clear view. The other two are hidden in the two giant furnaces. Either jump in from above (taking lots of fiery damage) or use the access doors.

Picking up most of these is all in the timing.







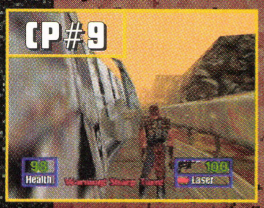




Find the searchers hidden on the catwalks, then hunt IG-88 down. Seekers will drop his health down quickly. A flamethrower (hidden also) works well too.









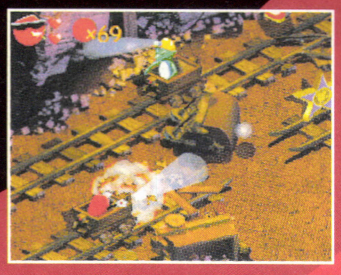




Move over, Arnold.
SPOT's Got More Moves and Better Reviews.

"One of the finest 32-bit platformers on any system...innovative and addictive...beautiful graphics, Hilarious animation, Stirring music. This game is packed with secrets." —P.S.X.





"...a heapin' helpin' of retro-flavored platform-game goodness, and that's a pleasant rarity in the 3-D obsessed PlayStation world...There seems to be addiction written all over this thing." —PSXtreme

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"Editor's top five picks. *SPOT Goes to Hollywood* contains tons of gameplay. The graphics are excellent along with fantastic sound effects." —EMG2

"SPOT has found a new home on the PlayStation... fun and imaginative levels... this game looks outstanding." —EGM

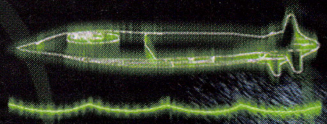




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HYDROFOIL MODE:
Approx. height above ocean surface: 5'5"



SURFACE WEAPONS:

2.75' Shrike homing missiles

2.75' Blowpipe heavy rockets

2.75' F-90 cluster munitions

25mm GAU-90 4 barrels rotary cannon

1" Stiletto salvo rockets

A killer submarine.
A deadly hydrofoil.

SUB-SURFACE WEAPONS:

2cm multiheterodyne pulse laser

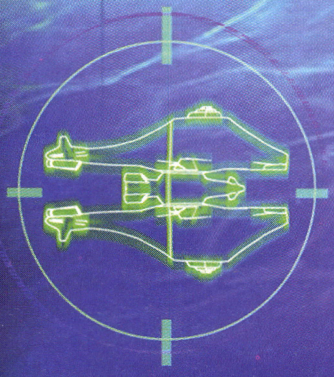
3" EXT Disruptor sonic torpedo

6" Piranha heavy swarm torpedo

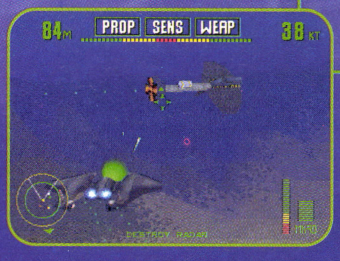
6" Mark-60 Thresher torpedo

6" Mark-65 Moray torpedo

6" Mark-68 Barracuda homing torpedo

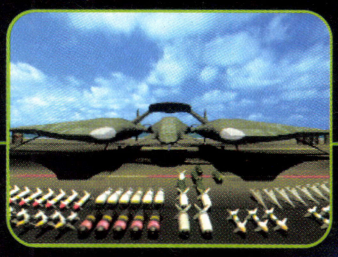


SUB-SURFACE MODE:
Hull pressure resistant to 1100 meters





SPACE
RATING PENDING
RP
CONTENT RATED BY ESRB
PlayStation
Designed for Microsoft Windows 95



2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

Forged for war. Built for speed.

Dead set on destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...

COME HELL AND HIGH WATER



TIGERSHARK

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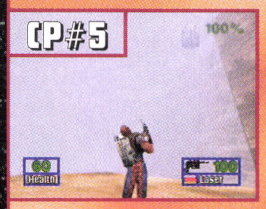
GT Interactive Software



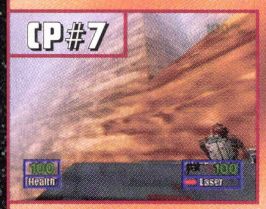


























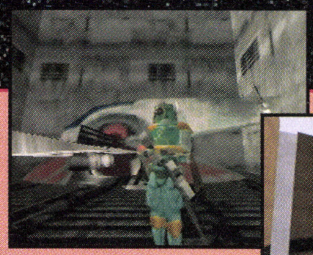




Stand at the entrance to the hanger for a secret safe spot.

GALL SPACEPORT

Gall has several sections. The first has you navigating narrow cliffs and passageways teeming with StormTroopers and Probe Droids. Always shoot into the mist to peg the enemies that haven't appeared yet. Once you obtain the backpack, start practicing with its use. The narrow mesas can be nasty for beginning players. Learn to conserve your fuel by tapping the accelerator only once in awhile. Move slowly and carefully, and this level will prove to be simple.





BOBA FETT

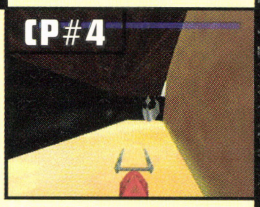
The fabled Bounty Hunter first fights you using his jetpack. Lure him to the ground by hiding under a platform. Then lob him with Seekers. Fett will then jump into Slave 1 and start shooting. Aim for the wings to harm it. He will leave after taking too much damage.

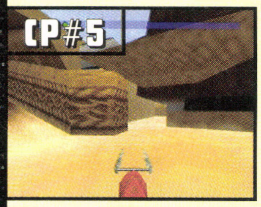
The Challenge Points on Gall are tough to find! Point #6 is nasty. Jump down where the skiff appears, and use the jetpack to find a hidden niche. CPs #7 & #8 can be found on either side of the first skiff. CPs #14 & #15 are found outside of where you fight Boba Fett.

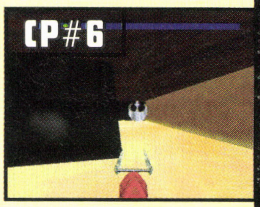


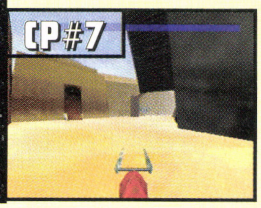












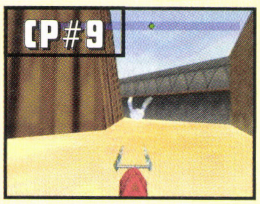


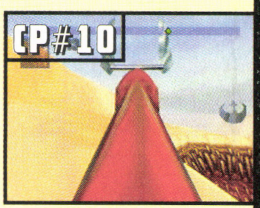




MOS EISLEY

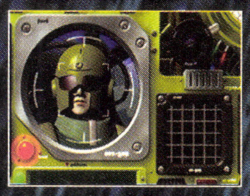
Hunt down the Swoop gang before they can get to Luke. Ram them off the road without catching a building yourself. Narrow passages make the best ambush points. One mistake most players make is that they gun the accelerator constantly. If you use the brake, you almost never hit the walls. This is important, as on the harder difficulty settings your Swoop's tolerance to crashing is much weaker. To get the Challenge Points easily, kill off the Swoop gang, then go back and search for hidden stuff. You'll need to jump on buildings!











HEIR OF ZENDOR™

The Legend and The Land



DEFY THE ENEMY

ZERO IN ON THE

LEAD THE BATTLE

ZENDORIAN

STOP THE WAR

REBATE

(AND GET CASH BACK!)





YOU FIND YOURSELF ON A STRANGE PLANET WHERE THE CONTINENTS FLOAT IN THE SKY AND WAR HAS RAGED FOR GENERATIONS. WATER IS CONTROLLED BY THE EVIL FIVE KINGS AND IS SO SCARCE IT'S CALLED "LIQUID GOLD." THE INHABITANTS HAVE NO CHOICE BUT TO BECOME REBELS AND DESPERATELY FIGHT TO MERELY SURVIVE...

BECOME THE PRINCE OF ZENDOR, COMMANDER OF THE ZENDORIAN SQUADRON. CRUSH THE FIVE KINGS AND LEAD THE REBELS ON TO VICTORY!



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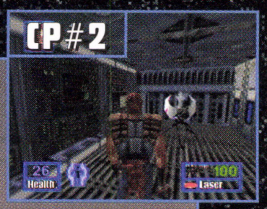
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Move carefully as the hallways of the Suprosa are packed with StormTroopers. Search the lockers for hidden health.

IMPERIAL FREIGHTER SUPROSA

Board the Imperial Freighter and search for the main computer. The first section is a battle through the living quarters of the Imperial Army. The second is a trek over and around the engines. This is the deadliest section as wall-mounted guns will deplete your life quickly. Trial and error will be the key to making it out alive. There is a giant room with switches on both sides. Make sure to try opening all of the hanger doors.











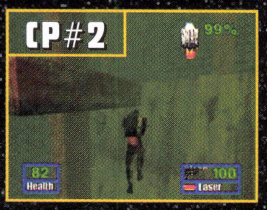




LOADER DROID

The Loader is a slow droid that tosses its arms out to snare Dash. Run back and forth across the hanger blasting. Move when it gets too close, and it should be easy to kill.





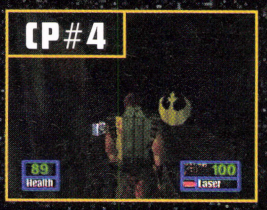


You must find an item before you can deactivate the shield.

SEWERS OF IMPERIAL CITY

The only way to sneak in the Black Sun's headquarters is through the sewers. Purification machines and trash-eating Dianogas will be your deadliest threats. Don't worry about going under the water. Dash can hold his breath for quite some time. You will have to make a lot of back-tracking throughout the mission as you have to collect keys and shield deactivation devices to open up certain areas. Your jetpack is your best friend. Remember to tap it on whenever you make any leaps of faith.



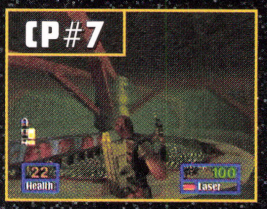




In the tube, shoot through the hole to hit a hidden trigger.









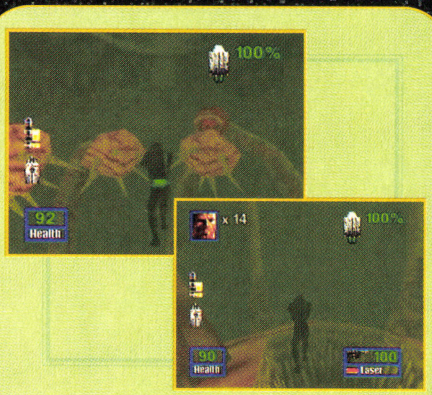






The sewers are filled with hidden dangers. The Dianogas, for example, can barely be seen in the murky water. Your best bet is to wait on dry ground to see what kinds of things swim your way. Flying over the water for a bird's-eye view works too.





THE DIANOGA

Dodge its tentacles and find the creature's single eye. That is its one weakness. Stay deep in the water to keep out of the reach of this terrifying garbage eater. Only surface when you have to, or you'll take lots of damage.

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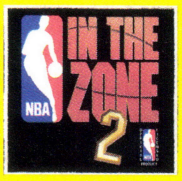
'FIGHTING VIPERS' This game moves at a blistering speed, with fighters moving at lightning-fast speed & 200 plus moves. Sound effects of the arcade are here, house music, techno-rave soundtrack and all the bells and whistles you'd expect. **SAT $44**



'CRUIS'N USA' Choose from several vehicles in this wild 14 stage ride across the great American highways. Split screen perspective allows 2 players to share the action simultaneously. **NIN 64 $62**



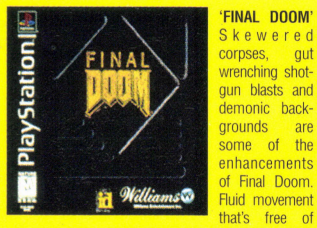
'ULTIMATE MORTAL KOMBAT 3' Shao Kahn has entered the earth realm to punish humans and wrench their souls. **GEN $66 SAT $54 SNES $69**



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'DONKEY KONG COUNTRY 3' New friends and enemies make the adventure more exciting, while checking out new unexplored areas featuring lots of hidden areas. **SNES $64**



'FINAL DOOM' Skewered corpses, gut wrenching shotgun blasts and demonic backgrounds are some of the enhancements of Final Doom. Fluid movement that's free of slowdown is another feature in this bloodfest! Making Final Doom the best corridor shooter around! **PSX $52**



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XIZOR'S PALACE

Xizor's Palace is a simple level, but the Challenge Points are really tricky. The first elevator you reach has a hidden floor that is accessed by triggering the second floor switch after you have sent the car back to the first level. CPs #5 and #6 can be acquired by falling through the second gear in the Gear Room. Look for a secret passage behind the first Point that opens the way to CP #6. Try looking outside of the bridges and around the sky-hook for some hidden goodies.



Hit the switch and run down to the door at the other end.



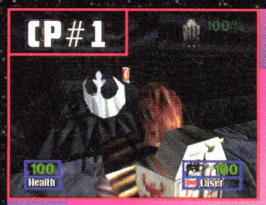
You can fly up and off of the bridges. Go between the steel girders.

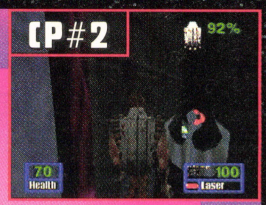


GLADIATOR

The Gladiator battle droid has three forms. Use disruptor shots to hurt it the most. After toppling it the first time, walls will spring from the ground. Search the area for power-ups, and use them against the droid. Your jetpack stops working, so you can't rely on it. The mech's primary weapon is a cutting beam that is pretty close to impossible to avoid.









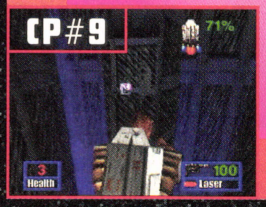








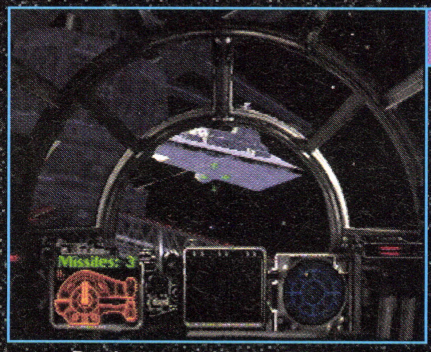






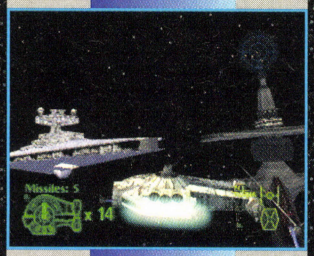
SKYHOOK BATTLE

The Skyhook Battle is composed of three sections. The first has you using the Outrider to take out Xizor's fleet. Keep them busy for a while, and the Empire will show up. They'll toss a few TIE Fighters into the mix. Don't bother going after the Star Destroyer, as it cannot be destroyed. Instead, target each of the turrets on the many arms of the Skyhook. With those guns removed, Xizor's ship is a sitting duck for your missiles. Fly into the core and fire one missile into each side. Get out in time and enjoy your victory. Let's hope that you won it on the Medium setting, or you're not going to be happy!

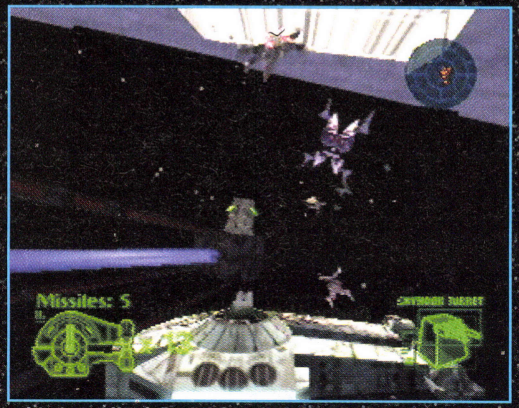


Don't mess with the Empire. They cannot be stopped this time.





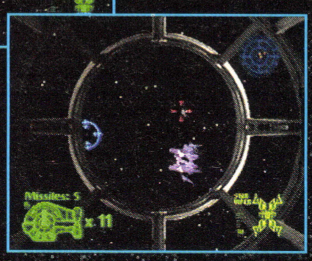




Ignore all of the ships flying about and target the turrets. They are your biggest threat.



When the enemy ships stop in space, it means that they are going to start launching bombs.



Lead the enemies with your shots and they'll start to run into them. Good for kills. Finish off with missiles.

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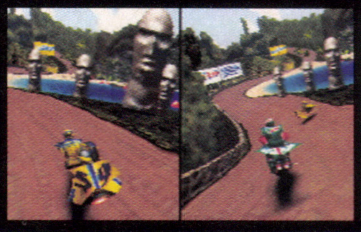
PAPYRUS

PlayStation™

KIDS TO ADULTS
AGES 6+

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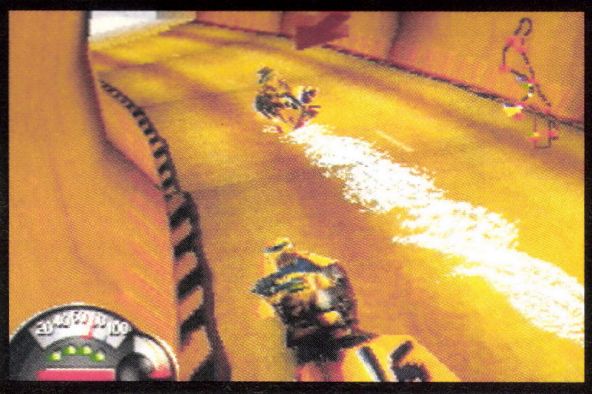

Jet Moto. Racing on the edge.
And sometimes off.
1st Place
JetMoto















PlayStation

With the gut-wrenching, all-terrain racing of Jet Moto, victory isn't a thrill. It's agony. Jet Moto's ten outdoor tracks will lead you and beat you over scorching sand, choppy seas and brittle ice and snow. Your only defense? One of twenty fiercely maneuverable next-gen moto bikes. There's so much going on here, all you need to know is that the grappling hook isn't an option, it's a necessity. That's because with Jet Moto's TruePhysics, every bump, every curve and every pothole will go directly from your suspension to your spleen. It's time you took a Jet Moto test ride. Or better yet, do so against a friend on the two-player split-screen. Only this time, try to keep your eyes on the road, will you?

KIDS TO ADULTS
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U R N O T e

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system PlayStation
theme RPG
developer Konami

Suikoden
幻想水滸伝

strategy talk

It's about time role-playing games start hitting this system. Of course, we all want them to be good, and this one is very good. The best feature in this game is the multiple characters. In total, there is actually 110 of them. (About 80 or so are playable in your party.) The others add to your castle and give it different features. This guide tells you how to get the 108 characters who are available to you. The other two who aren't found in this guide are Odessa and Ted. You will get these characters while playing the game, but they are killed or lost very early. They are important to the story line, but since you don't have them for long, we didn't include them. A lot of the characters in this guide are found while running through the game. The others are found by running out of the game's normal parameters. I'll tell you how to find everybody, even if it is obvious, but we also give the best strategy on how to use them.

—*John "Stomach" Gurka*

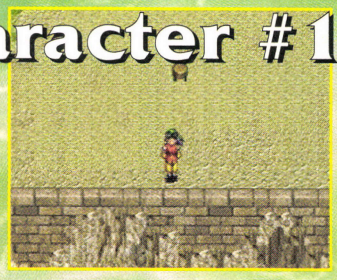
strat-stats

Time to complete: 20 hours
Challenge: Moderate
PC better? N/A
Hours spent playing Mario Kart 64: 30
Controllers eaten: 2

Main Character #1



You play as this character. You'll become very familiar with his playing style.





Gremio #2

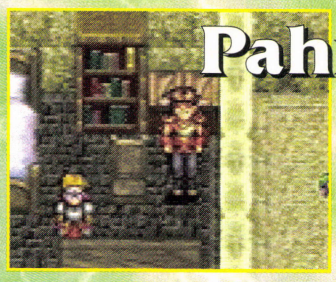




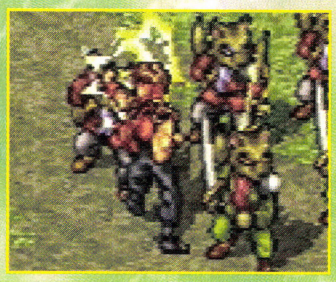
Gremio is your "baby sitter," who has basically raised you since birth while your father served in the army.



Pahn #3







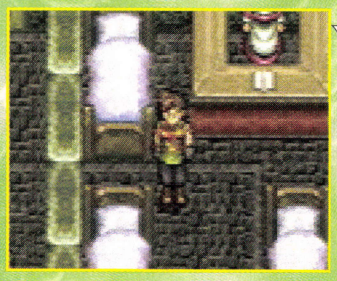
Pahn is one of your protectors and is very loyal to General Teo. Use his Bear Rune during fights.

Cleo #4



She is also one of your protectors. She has taken care of you with Pahn and fought by your side. Give her a Water Rune and keep her in the back row. She does a large amount of damage and will heal your party.





Viktor #5



You'll find Victor after your first couple of missions. He helps you get out of the hotel when you get caught. He is also a good fighter. Later on in the game, when you get the clone crystal, give it to him. He does a ton of damage when using it, and it will often get you out of a tough battle.



Tai Ho #8





After talking to Camille, go downstairs. Talk to him and beat him at his game. He will then help and join you.



Yam Koo #9







Yam Koo joins the party at the same time as his brother. These two have a good attack when united in battle.

Mathiu #6



You'll find Mathiu when you reach Seika. He is standing outside of his school. He won't tell you who he is until you talk to his three students. Talk to him after that, and he'll listen to reason then.

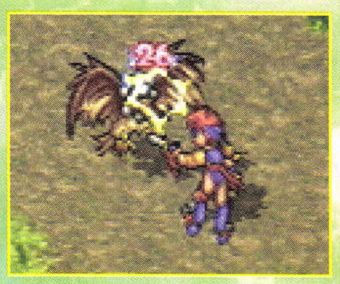


Camille #7



She is in the bar in Kaku. Just talk to her, and she'll join your group.









Luc #10

After you beat the dragon and claim your castle, Leeknat drops Luc off to join the party.



Marie #12



You'll find Marie hanging around the inn in Seika. Talk to her and she'll join you. She will build an inn onto your castle. This is great because you can rest there anytime you need to fill up your HP. This is also where you need to go in order to save your game at the castle.

Sergei #11



After you get your castle, go to the bar in Kaku. You probably saw this guy when you received Camille. He will join your group and install an elevator in your castle. It's no big deal in the beginning, but when you have six levels in the castle, it really helps out. He'll also fight for you as well.



Onil #13

Onil is in a house in Seika. She joins you, but she is kind of useless.



Chandler #14



He's at the Fortress of Kwanda. He runs an antidote shop in your castle.

Rock #15

Rock is in Lepant's mansion. He will run a vault that stores items.



Teleportation









Viki and Hellion end up making one hell of a team. With Hellion's Blinking Mirror, you can teleport back to the castle from any outside location. Viki will teleport you to any place you want as long as you have been there before. This will save you a lot of time wandering back and forth between your castle and wherever you want to go. Make sure you keep the Blinking Mirror in the main character's possession all the time.

Lepant #16



Lepant will join you after you give back the sword that you stole. He's a good fighter.





Giovanni #18



Giovanni is blocking the entrance to Lepant's mansion. He won't let you pass. Go to Krin, and he will get you into the mansion around Giovanni. Otherwise, this character is useless.



Eileen #17





Eileen is Lepant's wife. He almost leaves her to join the Liberation Army until she decides to join too.



Krin #19







You meet Krin a couple times before he joins you. After the Lepant incident, Krin finally joins your army.

Juppo #20



Juppo is responsible for the robot and roulette puzzles inside of Lepant's mansion. You find him while going through Lepant's mansion. He will join you after you have gotten Lepant to join the party.



Maas #21

He is in the weapons shop at the town that is southeast of Kouan.





Varkas #22

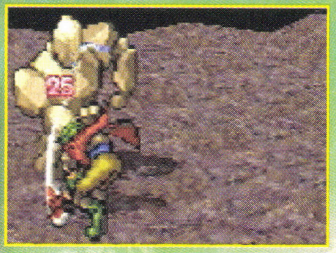


You'll find both Varkas and Sydonia waiting for you at the castle when you've gotten Lepant. You should remember these guys from back when you were still a part of the Empire. He is a good fighter who works from the front line. He doesn't come with a rune, however.

Gaspar #25

After you get Kirkis, go to the bar in Kaku and win 5,000 bits to have him join.





Viki #26

You'll find her while going through the Great Forest. Now you can teleport.

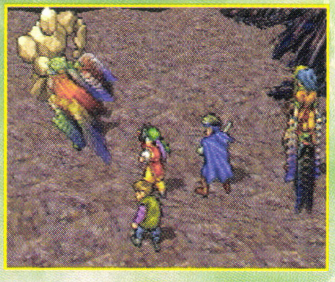


Sydonia #23





Sydonia joins you with Varkas. You can unite these two together in battle to do a very strong attack.



Kirkis #24







You will find Kirkis lying out by your boats after the big feast. Use him in the back row while fighting with him.

Valeria #27

When you have her in the party, use her Falcon Rune every time.



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Meese #28





You'll find Meese in the Dwarf village. Talk to him and he will join. Meese is one of five blacksmiths you can find. Having one of these guys in your party is almost useless. If you have two or more of them, they combine their attacks to give one powerful whack on the enemy. The most good they do is in your castle though.

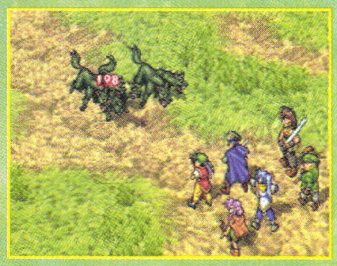


Stallion #32



Stallion will join you after the incident with Kwanda. He is a great person to keep in your back row for two reasons: The first is that he does a lot of damage with his bow and arrow. Second, he doubles your speed in the overworld. If you press and hold the Circle button in towns and such, your speed is also doubled.





Templeton #29

After you find the elf village burnt, leave and then walk back in. He will join you.



Kwanda #31

Choose not to kill him, and he will join you. He makes a good fighter.



Fu Su Lu #35

He is in the doggie village northwest of the elf village. He joins after Stallion does.



Sylvina #33





Lorelai #36

She is at the hotel in Kouan. Get her after you hit level 30 or more.

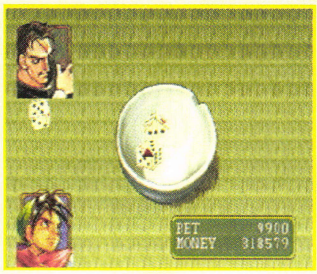


Sylvina joins alongside Stallion. Put all three elves in the back and unite them for some killer attacks.



Gaspar's Gambling







This is the easiest and quickest way to get money in the game. Play Gaspar's game and always double your bet. Gaspar will ask you if you want to bet your winnings. Say, "Yes" and the amount you can win is astronomical. When you have acquired a decent amount of money this way, save your game. If he takes all your money, just reset the game. Make sure you carefully read the rules to his game so that you understand what's going on. It will probably seem a bit tough to understand at first, but it gets much easier. Keep this up and you can take money from him the entire game.



Gon #34



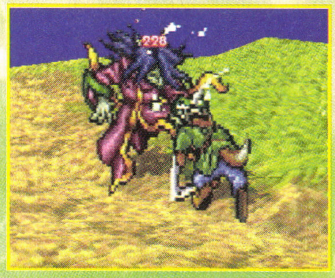
Gon is found at the doggie village. The doggie village is the town on the other side of the Great Forest and is located northwest of the elven village. If Kuromimi is in the party, he will join up. He isn't that great of a fighter, but combined with Kuromimi, they have a lethal attack. Overall, these two kobolds are not much help.



Kuromimi #30







Kuromimi is another character that you will find throughout the normal course of play. He is an OK fighter.







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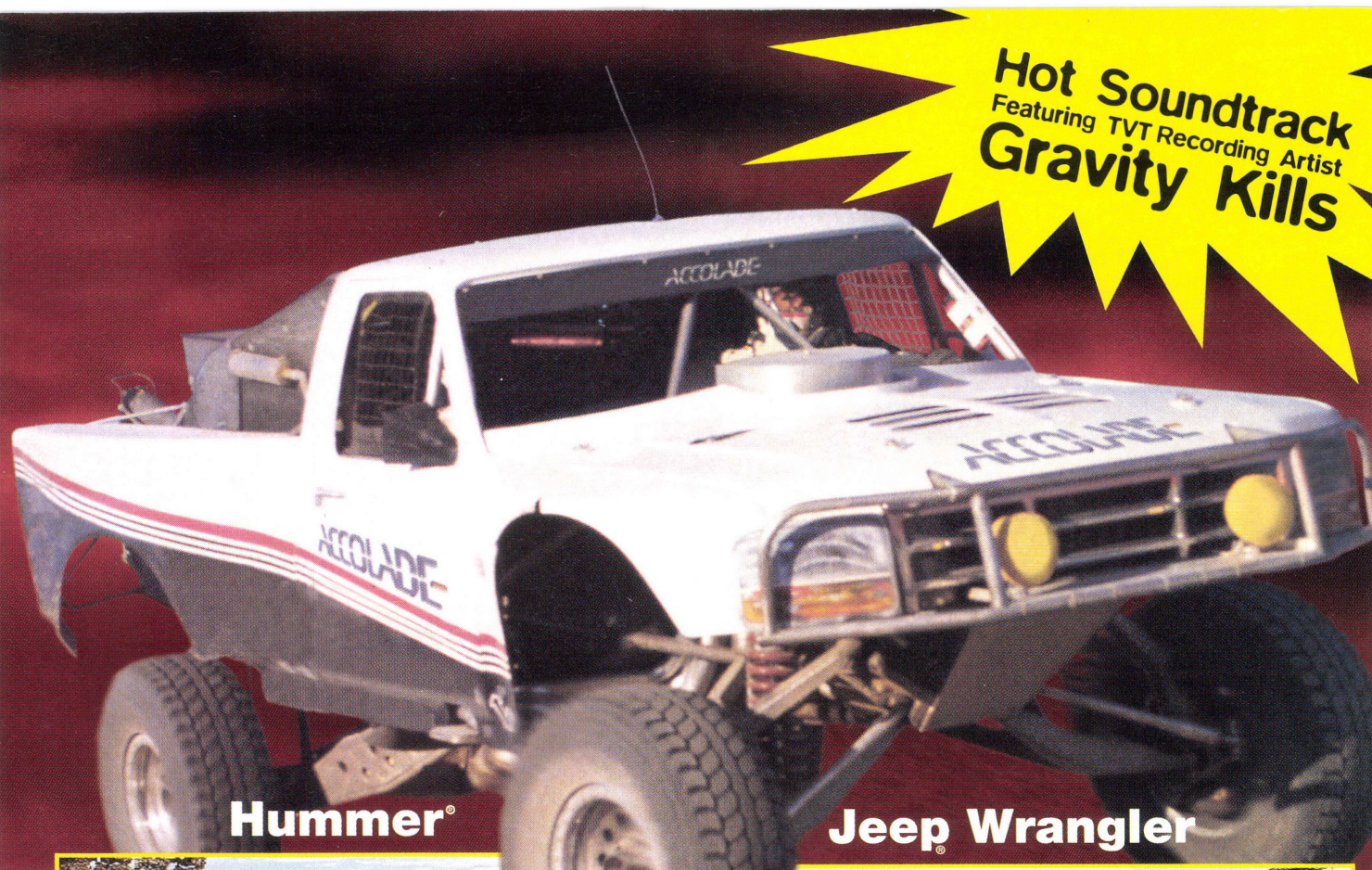
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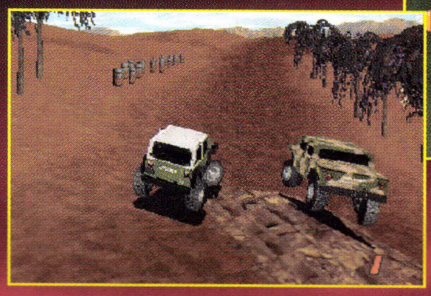


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Humphrey #38



He will be at the castle after the whole elf incident is over. He's a decent fighter.

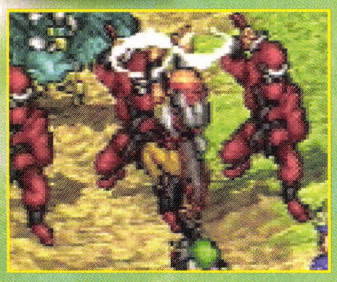




Sansuke #43



You'll find Sansuke in the town of Great Forest in one of the houses there.





Kai #41

You will find him at the bridge at Garan. Talk with him and he'll join.





Hellion #42





She is at the hotel in Teien. All you have to do is talk to her, and she will give you the blinking mirror and join.

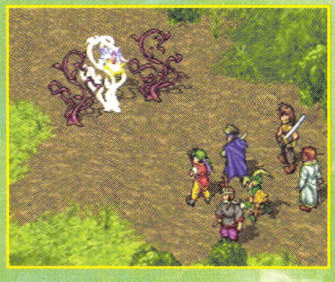


Meg #44

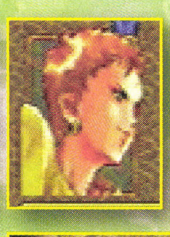




Have Juppo in your party, and she will join you. Meg is found at Kaku standing outside the inn.



Sheena #45



Have Lepant in the party and go to the inn at Seika. You will now pick him up.

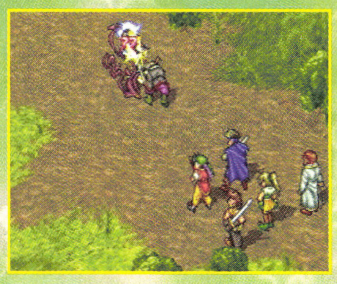


Gen #46

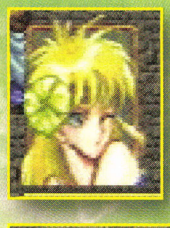


Gen is in Teien. Ask him to build the special boat and he will join your party.

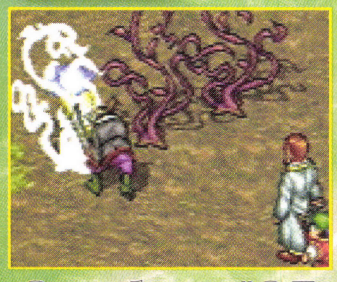




Mina #48



Dance with Mina at the inn in Antei. You must be wearing toe shoes.





Kamandol #47

After you have Gen in your party, Kamandol will be happy to join you.





Sanchez #37

He will be waiting at your castle with Humphrey and Flik.



Apple #40



Look for her in Seika at Mathiu's school. Talk to her and she'll join.

Antonio #39

Go to the inn at Seika after Marie says she needs a cook and he'll join then.



Kimberly #49



You will find her in the house above the inn in Antei. She joins easily.

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Tesla #50

Tesla is found in Antei. Talk with him and he will hesitantly join you.



Jeane #51



Jeane is at the magical orb shop in Antei. Talk with her and she'll join.

Liukan #52

After you rescue him from the Soniere prison, he'll join your party.



Kasumi #54



After defeating Milich, go back to the castle's meeting room and she's there.

Georges #55



Beat him at his game of cards and he joins. He is in the inn at Kirov.

Sarah #56

Go through the multiple tasks that are asked of you in Kirov and she'll join.



Blackman #57



He is in Kalekka. Simply talk to him and he'll join. Not hard to do at all.

Kessler #58

Kessler is one of the people at the secret factory. Talk to him and he'll join.

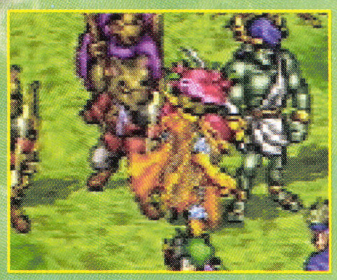


Milich #53





After defeating his army and then him, you can choose to spare his life. Doing so will add him to your list.



Kage #60







Kage is at the secret factory. He will join your party but for a price. You must pay him 20,000 bits if you want him.

Kun To #61

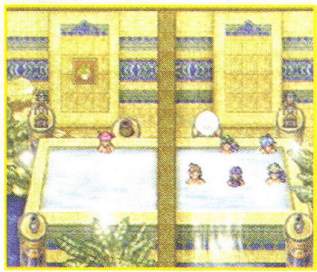


Go to Kirov and you will find him in the big main house. He helps you.



Castle Shops & Other Features





Your castle builds up quickly along with the features that come along with some of your recruits. The stores are great because anything a store sells in another town can be bought at your own castle. You can have your own appraiser and crystal attacher. There is a total of five blacksmiths you can find. The fifth one, Mace, will increase your weapon as far as level 16. There is the vault where you can store just about any item you want. Sansuke runs the bath where you can place the artifacts you find throughout the game, if you so desire. You can also have a library where you can read the books you find in the game. In addition, you may check the stone tablet to see how many characters you need.

Ledon #59



Ledon is alongside Kessler as he was before. Talk with him and he'll join.

Mose #62

Mose will join after Kun To. He is yet another one of the blacksmiths.



Ronnie Bell #63

Like Mose, she will join after Kun To. She is an awesome fighter.



Lester #64



Taste both stews in the town of Kirov and then he'll be in the big house.

Melodye #65



If you picked up the music relic from Kalekka, give it to her and she'll join.

Alen #66

After you defeat General Teo, Alen leaves the Empire to join you.



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Grenseal #67

This guy joins you for the same reasons and at the same times as Alen.



Kirke #68



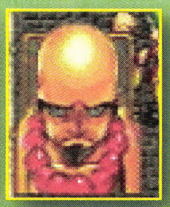
After you pass through Lorimar, go back in it and you will find Kirke.

Marco #69

You'll remember her from before. She now resides at the warrior's village.



Fukien #70



Fukien is waiting for you at the temple of Qlon. He'll join you.

Hugo #71



Find the War Scrolls in the cave behind the Qlon temple and he'll join you.

Morgan #72

Morgan is also at the temple, and he'll join you if you talk to him.



Window #73



Give him the window artifact so he'll join. It's found in the Qlon temple cave.

Moose #74

Moose is at the warrior's village. Talk to him with the other three blacksmiths.

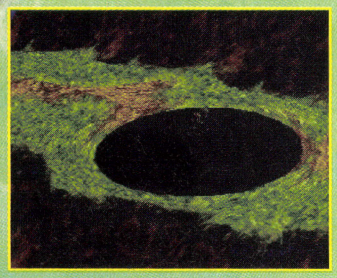


Lotte #76





Get her cat from the town of Kaku. Chase the cat until you catch it and bring it to her to make her join.



Eikei #81







Eikei is found in the town of Teien. You need to be at a high level to acquire him. Around 50 should suffice.

Rubi #75



Take the three elves to the inn at the doggie village and Rubi will join you.

Ivanov #77

You'll find him on the first floor at Scarleticia. He should now join you.



Tengaar #83



After you've defeated Neclord and rescued her, she joins the entourage.





Kasios #78



She is also at Scarleticia. Have Milich in the party when you talk with her.





Hix #84

Hix helps you rescue Tengaar and will join you at the same time she does.



Qlon #79

Talk to Qlon at the entrance of Antei and he'll join your party.



Esmerelda #80

Get an opal ring from enemies around the Soniere prison and give it to her.



Zen #82



Give Zen the three different colored seeds found in various towns for her to join.

Fuma #85

Fuma is hiding beside Joshua's castle on the right. Talk and he'll join.



Kreutz #86



Inside Joshua's castle in the left room you will find Kreutz who will join you.

Milia #87

When it is time to get the medicine for the dragons, Milia will join to help.



Joshua #88



After the dragons are healed, Joshua will join. He stays here though.

Futch #89

Joshua asks you to take Futch with you and you comply, having him join.



Anji #90



Go to the Pirate's Fortress with Tai Ho and Yam Koo and fight.

Leonardo #91



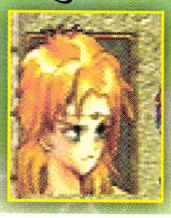
You will need to fight these three guys, and they will join you after being defeated.

Kanak #92

Kanak is the easiest going of the three pirates. He's content to do whatever.



Quincy #93



Go back to Garan bridge and pick up Quincy who should now join you.

Pesmerga #94

He is found at the top of Neclord's castle after you beat Neclord.

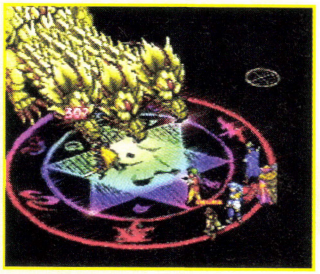


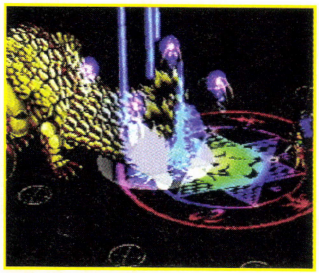
Crowley #95

Try walking through the walls in the Qlon cave to find this old magician.



Game Over





Defeating Barbosa is not as difficult as it may seem. The best thing to do is have your favorite party come along. Viktor and Flik will automatically be with you, but choose the other three characters wisely. We recommend having a person with a lot of heal spells in the party. You will need someone to constantly heal you. Otherwise use your hardest-hitting spells on him. Make sure you kill the left dragon head first.





Mace #96



Bring the four blacksmiths to him in Seek Valley and he'll join up.

Leon #97



Go to Kalekka and talk to him. Talk with Mathiu and then go back.

Griffith #98

After you defeat his army, simply choose not to kill him and he'll join.



Warren #99

You'll meet Warren when going to rescue Viktor out of Moravia Castle.



Kasim #100



After freeing Viktor, you'll eventually come to Kasim where he will join.

Vincent #101



After freeing Viktor, go back up to the jail cells again and free Vincent.

Max #102

Head back to the Northern Checkpoint and you will meet Max and Sancho.



Sancho #103



You'll find Sancho with Max at the Northern Checkpoint.

Sonya #104

When Sonya is in your jail cell, ask her to join. She'll come along with you.



Jabba #105

Fight enemies around Rikon and you will get a nameless urn for Jabba to appraise.



Clive #106



Clive is randomly in the inn at Rikon. Just keep coming back to find him.

Chapman #107

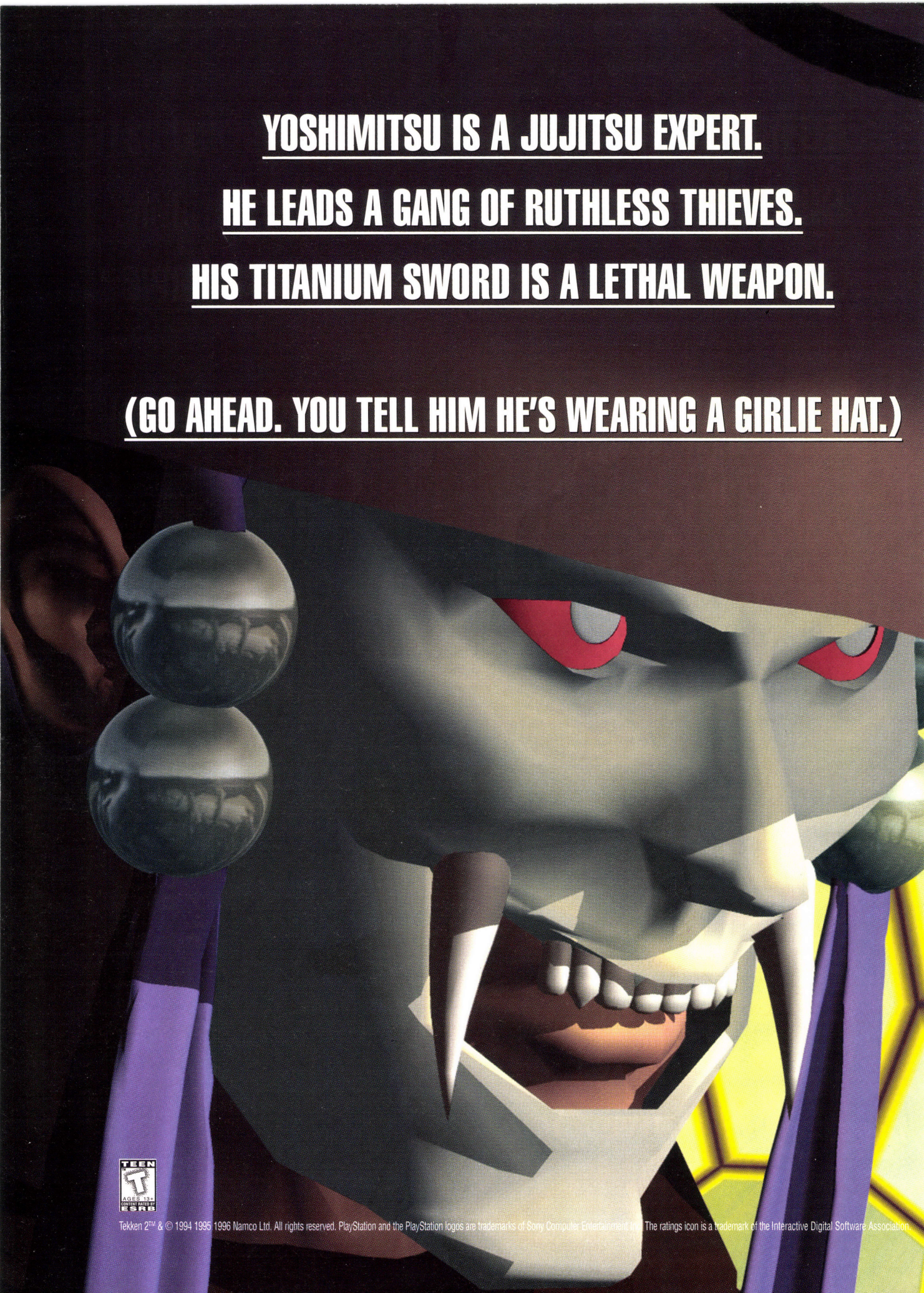
This is the man who runs your weapons shop. See if you can find him.



Taggart #108



We've decided to let you locate him on your own. He's not that hard to find.


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He's got unblockable moves. He's got a huge arsenal of 10-string combos and air juggles. What's that mean? That means Mr. Yoshimitsu can wear any damn hat he wants. With a new-found ability to disappear and reappear, the stealthy Samurai can carve you a new orifice in seconds flat.

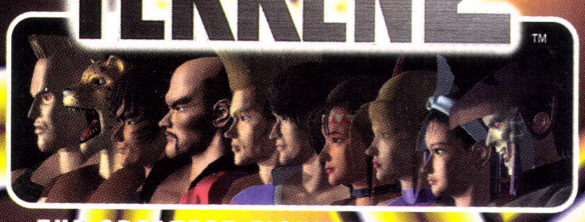


No wonder he's one of the most feared fighters in Tekken 2™. With three new fighting modes. 23 new stages. Plus brand new 3D animations, and more moves and combos than any game on Earth. Yoshimitsu believes he can defeat all 23 challengers before him. Do you have the guts to throw your hat in the ring?





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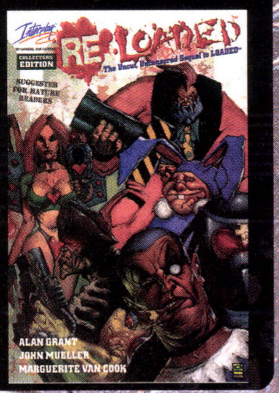
system PlayStation
theme strategy
developer Gremlin Interactive

RE-LOADED

strategy talk

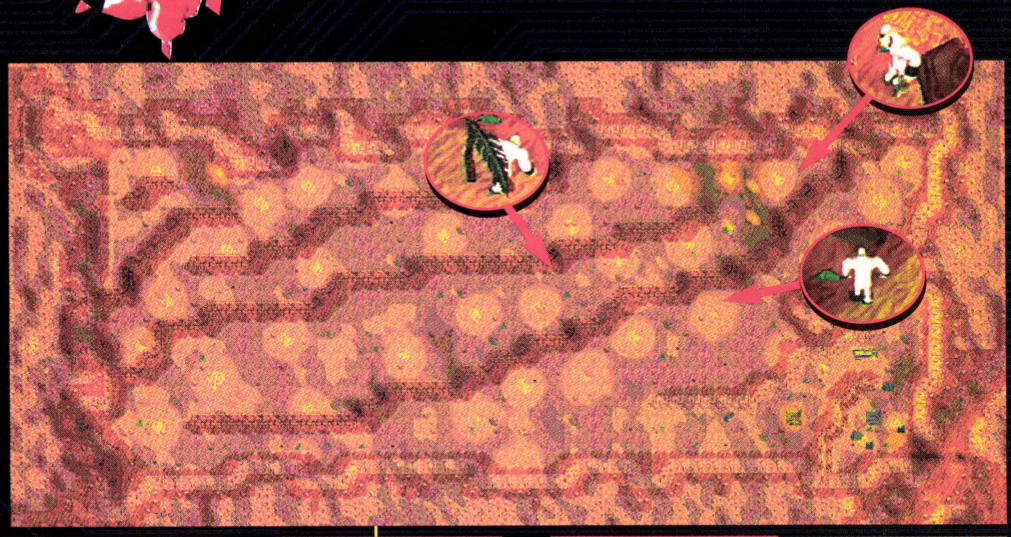
The sequel to Loaded is finally here! But after playing it for a while, it just doesn't stack up. You can only move in 45-inch increments, which makes it hard to hit enemies who are coming at you in weird angles. The game is not very difficult, especially on Two-player Mode. The coolest thing about this title is not the game itself but the fact that Interplay has a Web site devoted to Re-Loaded. It is at **www.reloaded.com.** They also have a comic book, and Re-Loaded is also coming out on the PC. The game does have some strategy elements, but it is more of a shoot-'em-up type of game. If you do want a real challenge, do not use the Cheat codes to the right.

—David "Foot" Ruchala



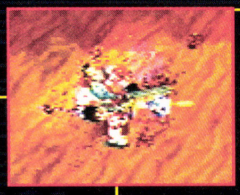
strat-stats

time to complete:
15 hours
challenge:
Hard
of hairs pulled out of head:
I've gone bald
Cokes consumed:
14
controllers in orbit:
10









This is a very straightforward level. There are multiple cliffs that you must move up. You need to find three grubs, so you can pay the guy who guards the bridge in the far lower-right corner.

THE DESERT

This level is even easier than the first one. Make your way to the center and shoot Cheb in his jet pack. Next, shoot the totem pole until it falls. Walk over the newly made bridge, and you are out of the level.

THE OASIS





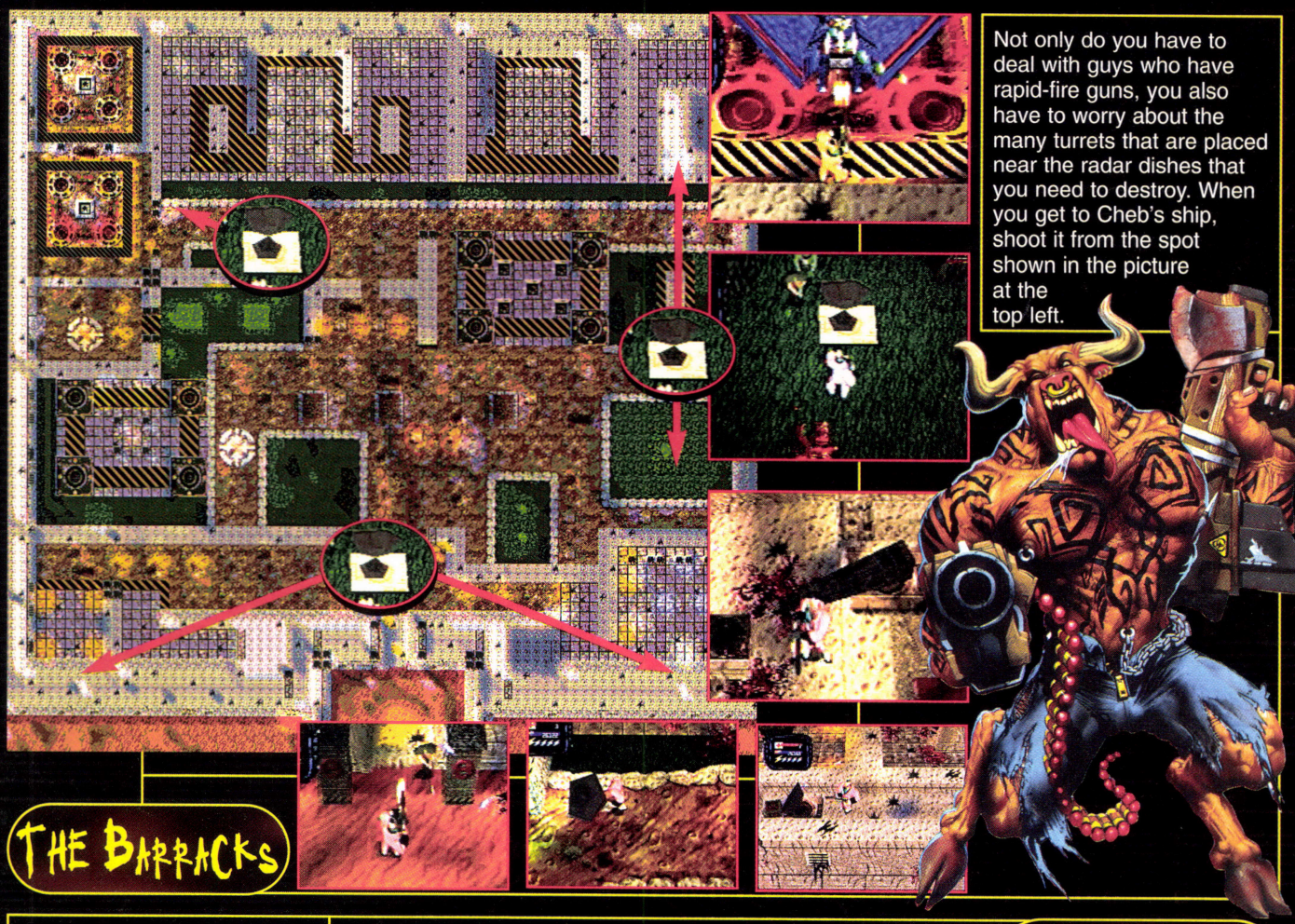




CHEAT YOUR WAY THROUGH!

Health—D R L Δ R D
Ammo—Δ L L L o Δ D
Power—L U x o
Skip Level— L Δ x R o Δ D
Fwank—at Character Select Screen: L1 o R1 D D R1 o L1 L1



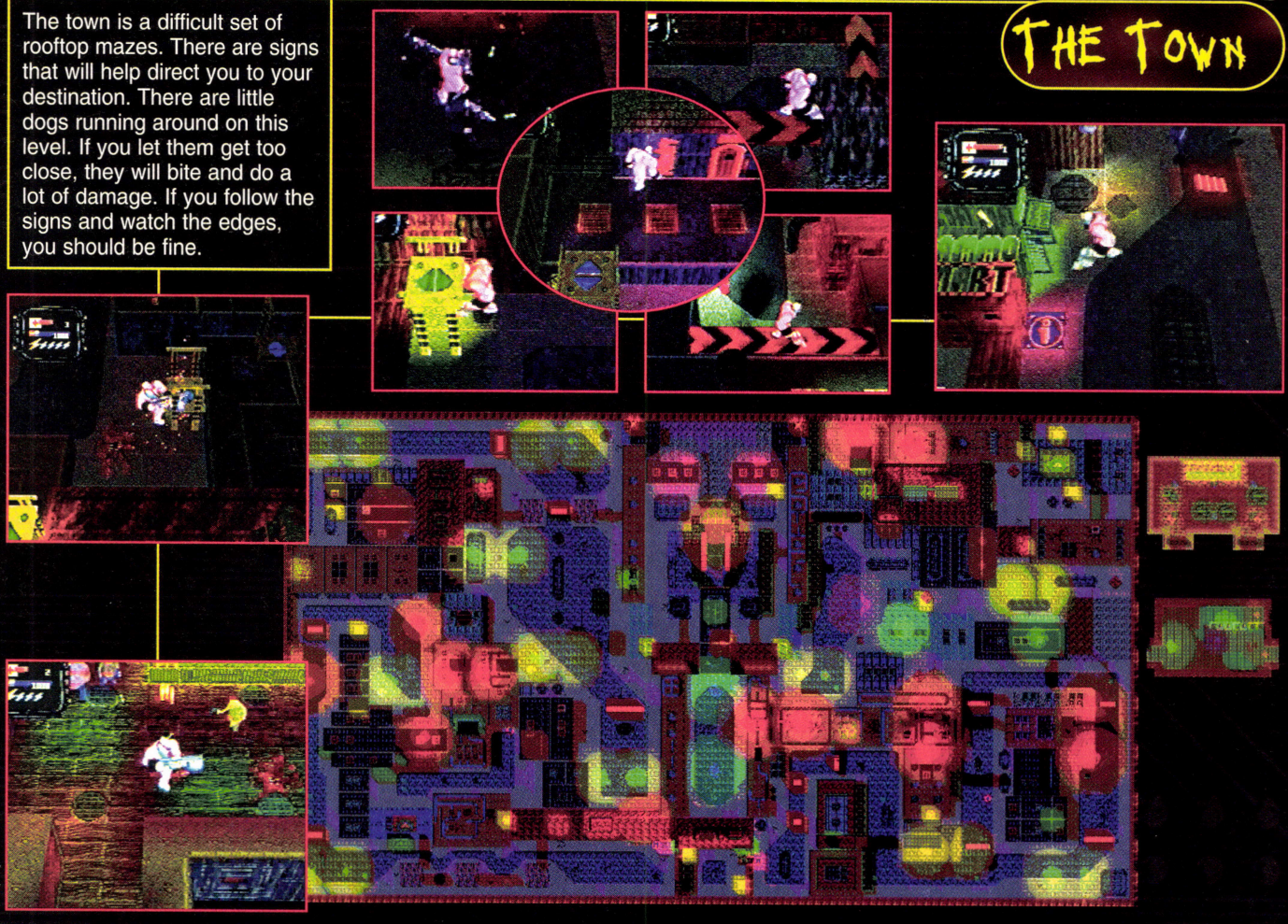


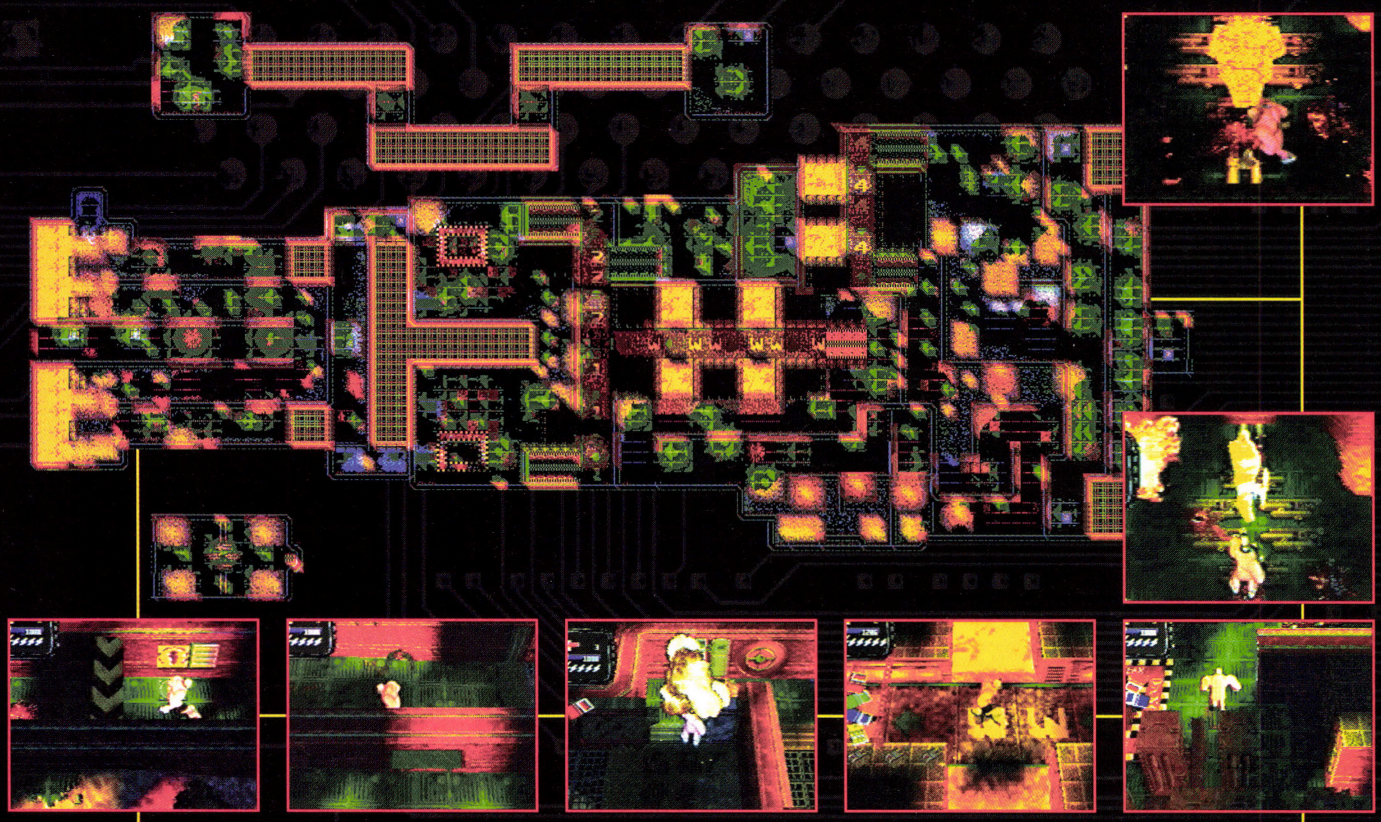
Not only do you have to deal with guys who have rapid-fire guns, you also have to worry about the many turrets that are placed near the radar dishes that you need to destroy. When you get to Cheb's ship, shoot it from the spot shown in the picture at the top left.

THE BARRACKS

THE TOWN

The town is a difficult set of rooftop mazes. There are signs that will help direct you to your destination. There are little dogs running around on this level. If you let them get too close, they will bite and do a lot of damage. If you follow the signs and watch the edges, you should be fine.

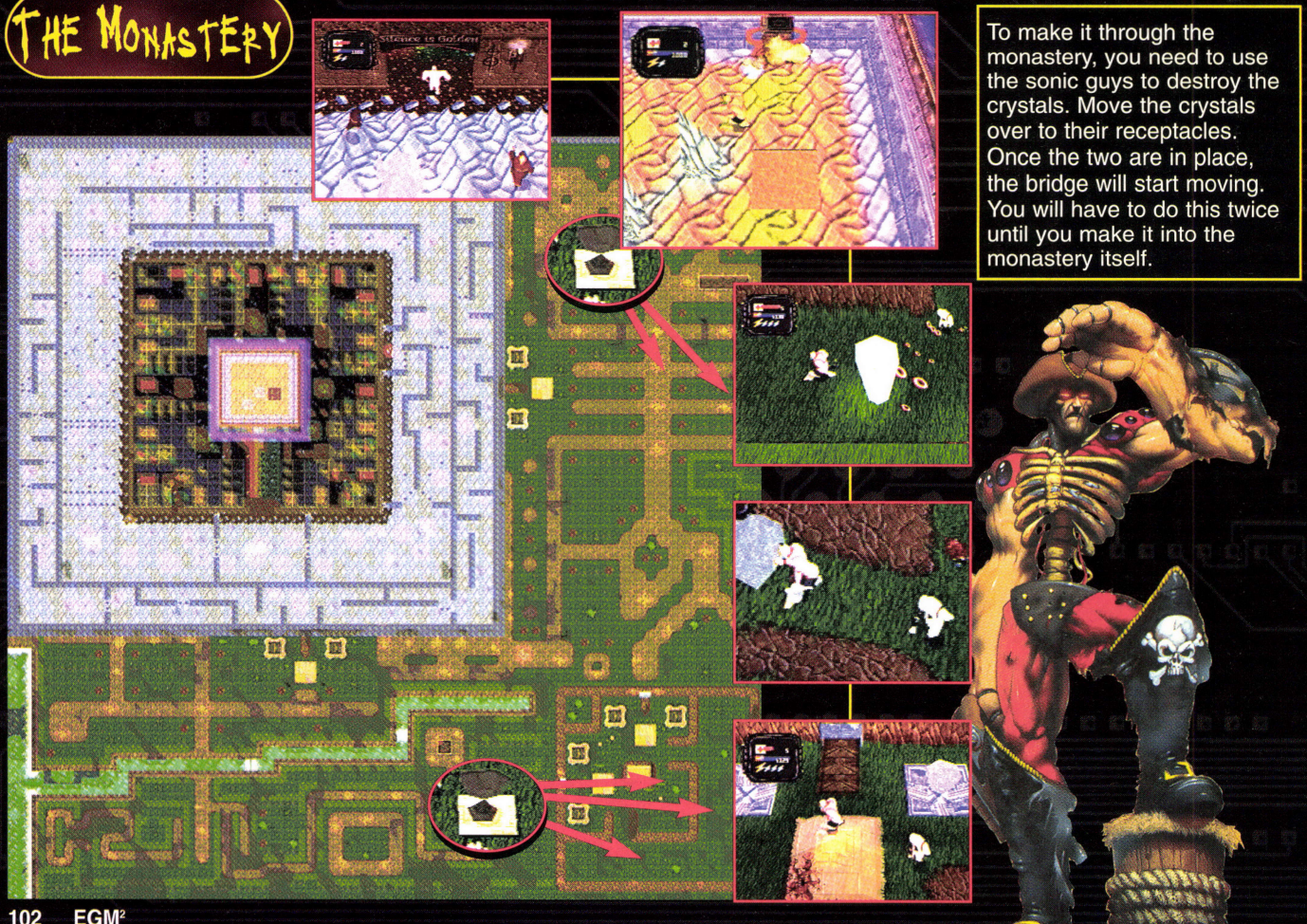




The only real danger in the Foundry is the intense heat. Anything that is glowing orange, yellow, red or any combination is incredibly dangerous. You can die quickly by touching one of these hot items. The end Boss is really easy to beat: Just stand below it and fire away.

THE FOUNDRY

THE MONASTERY



To make it through the monastery, you need to use the sonic guys to destroy the crystals. Move the crystals over to their receptacles. Once the two are in place, the bridge will start moving. You will have to do this twice until you make it into the monastery itself.

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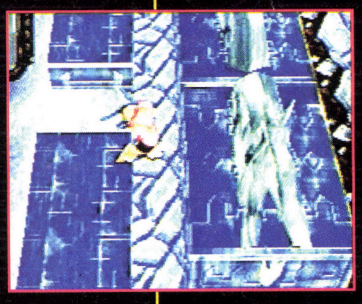
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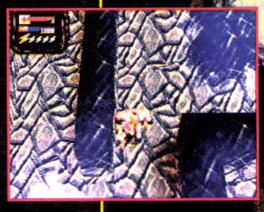
Also available on DOS, Windows®, Windows® 95 & Macintosh® CD-ROM.

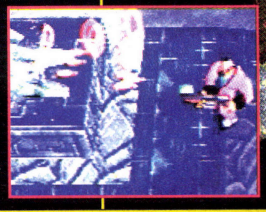
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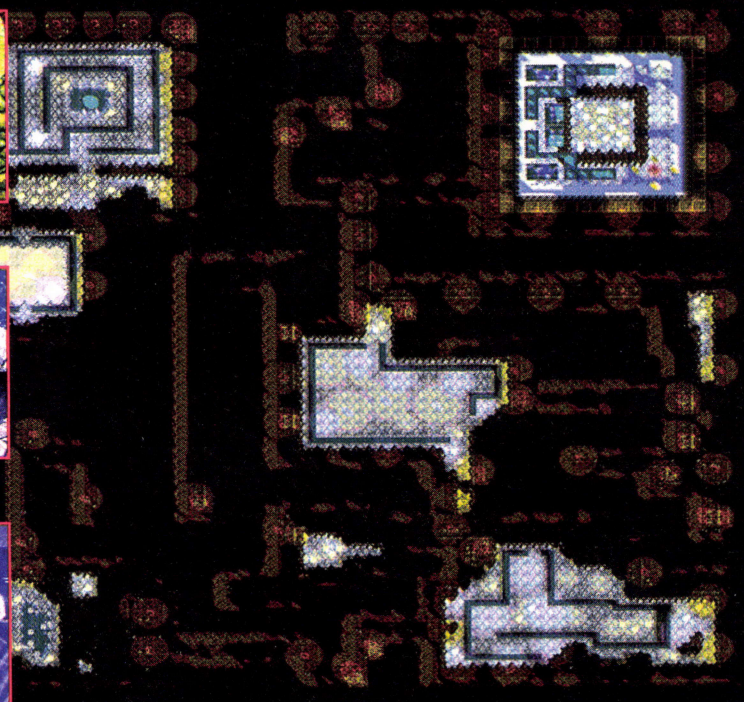
This level is easy to get through, if you watch for falling rocks. Cheb's dogs are located in the upper right-hand corner. They are easy to defeat. Hop on the ice and shoot as fast as you can. In about three passes, you can destroy a dog. They don't do a lot of damage to you.



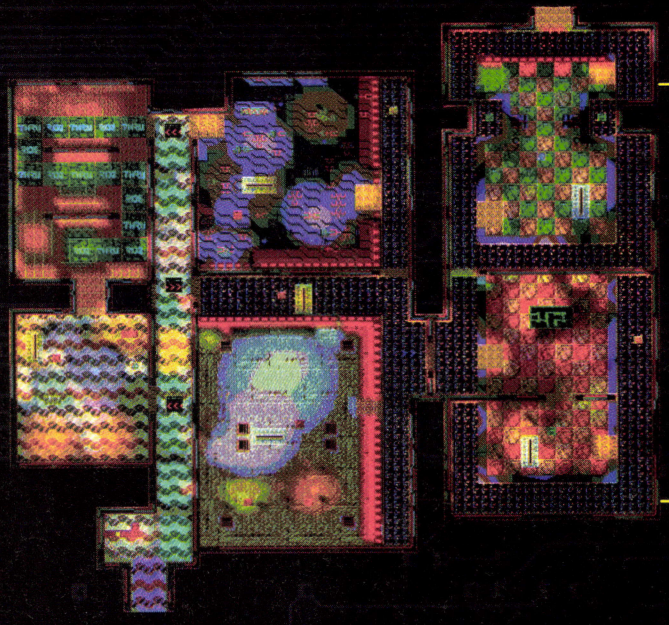




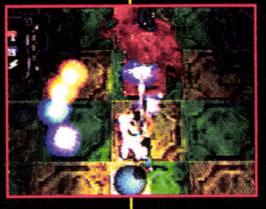




THE CATACOMBS

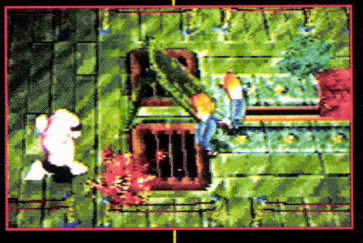






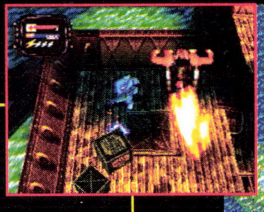


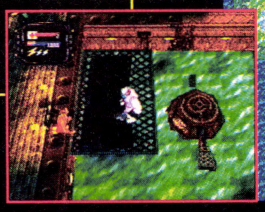
In this level, you have to rescue a famous model's five clones. It is a real pain because they aren't very cooperative. You will have to be very patient because... well, you can't shoot them. All you really need to do is free them and find the exit—then you're home free.

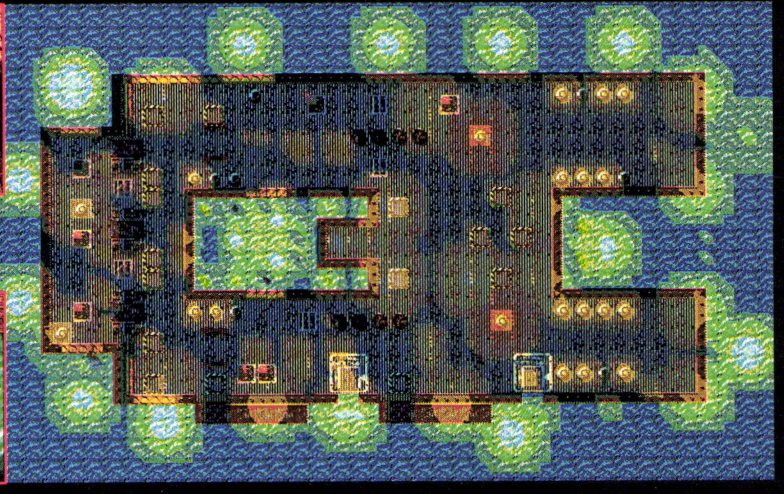


THE GALLERY

In this level, you are on a boat. Watch out for guys jet packing in from above. They will run into you and explode, doing a lot of damage. After a while, a sub will surface in the center of the boat. You have to destroy it to move on to the next level. Just use the same tactics that you have used against other Bosses.







DAS BOAT

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Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, $1,000 in games, cash, accessories and more!

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We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS .....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND .....R	PRESS .....E	DREAM ....O
CRUSH I	SCORE .....H	SLANT L	CHASE .....P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

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- ☐ ($3.00) Media Rig Contest
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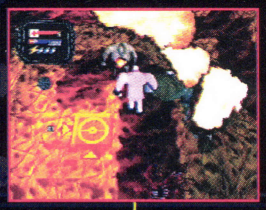
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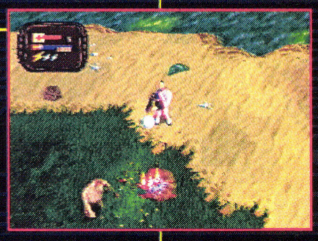








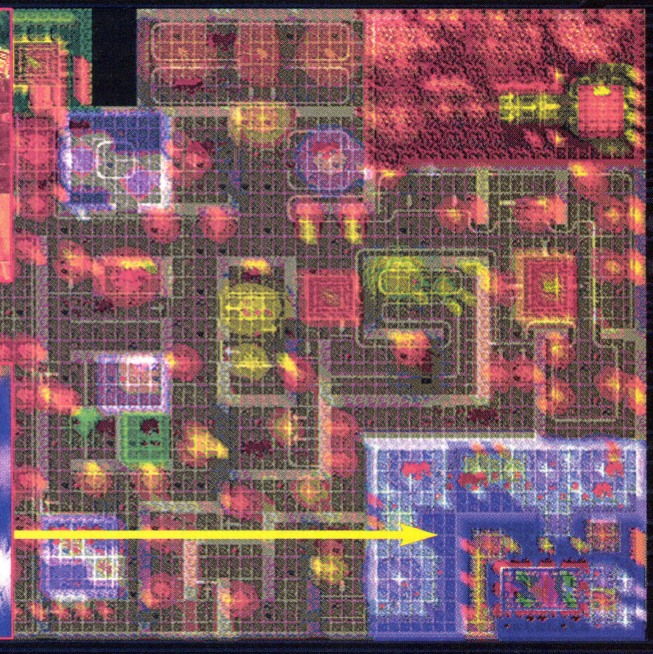
You need to find two bombs to use on the security field. You will find them on the island above the main one. After you get through the islands, you need to go through a maze of teleporters. It isn't that difficult to get through.



THE TROPICS

The most important thing in this level is to not let the surgeons get too close. They do a lot of damage quickly. You need to find Bunsen and kill him before you can advance to the final level of the game.

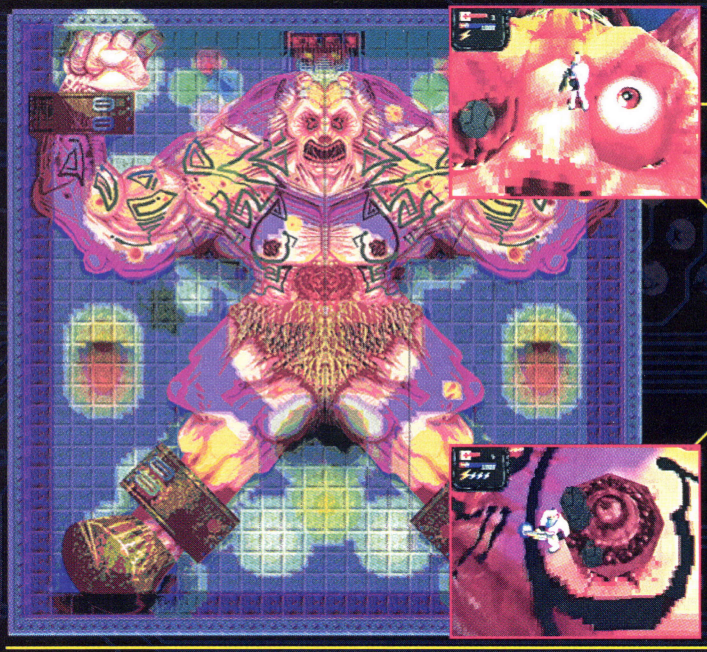








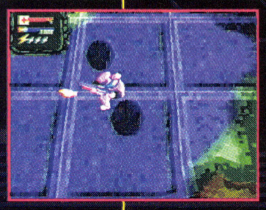
CHEZ CHEB

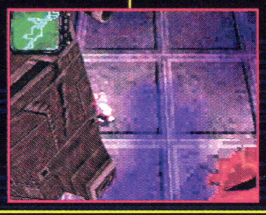




This is the last level. First you need to find the mines that are located around Cheb's body. After you find four mines, you need to destroy both of his nipples and both of his eyes. When you destroy his eyes, drop your mines into the newly made holes and find your ship.







CHEB


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Tunnel B1



system: PlayStation
theme: driving/shooter
developer: Acclaim

strategy talk

Tunnel B1 has been compared to Doom in a number of ways. However, to eliminate those thoughts of "ho-hum, MORE Doom," let me explain:

This game does have many of the aspects Doom originally brought to us in first-person games, such as hidden powered-up icons and realtime rendered enemies. However, the graphics of Tunnel B1 are absolutely beyond Doom in every way. The music excels over many Doom clones as well. I prefer to think of Tunnel B1 as a racing game crossed with a first-person shooter.

The Time Zones are VERY challenging! Not only do you have to sweat through the turns and mines, but there are also loads of enemy goons to gum up the track as well. Not to mention, your own lack of precise control!

The only one concerning element of this title is its replay value. Once you've gotten through the game, there's relatively little secret stuff to tinker with later.

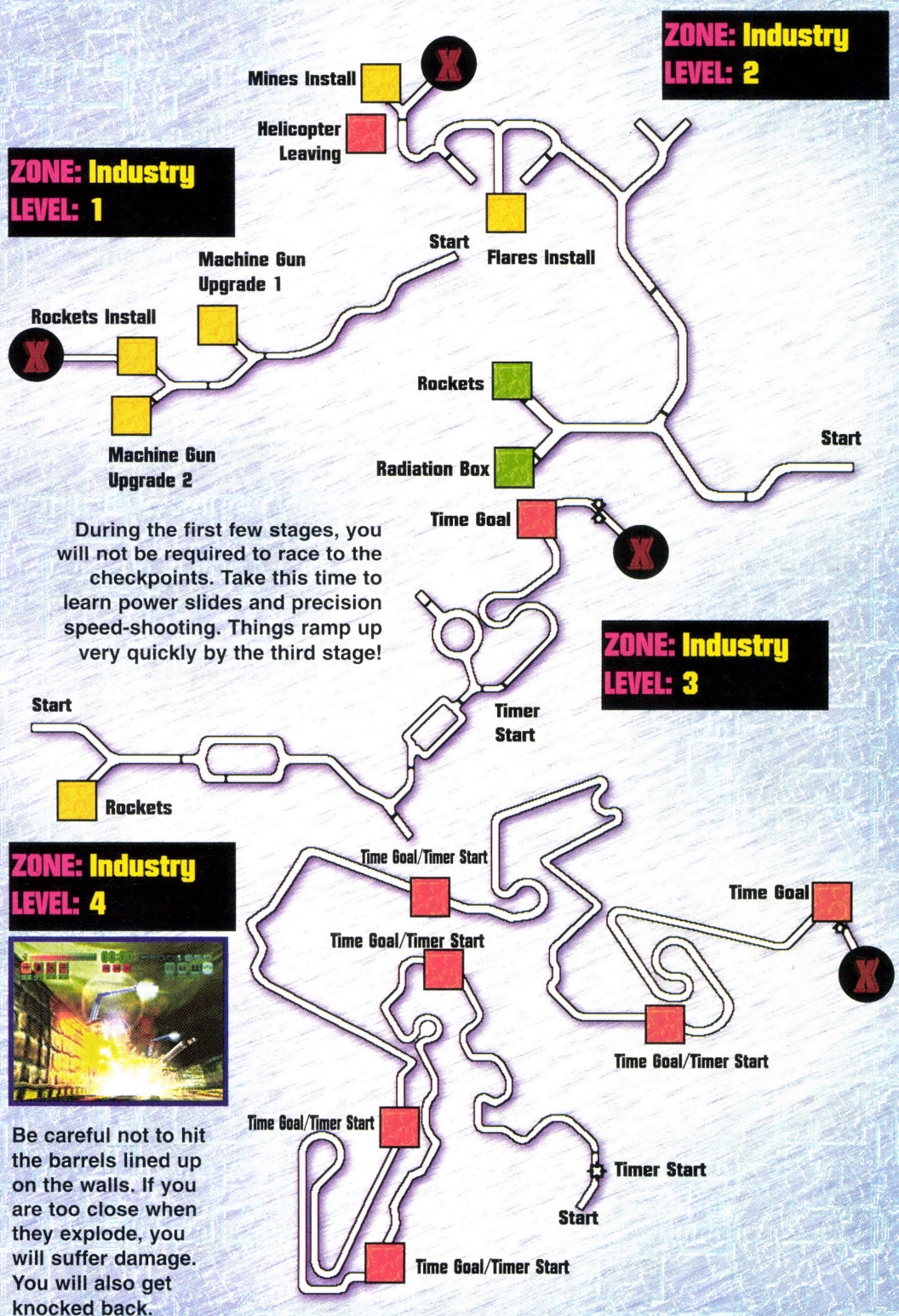
—Jason "Hands" Streetz

strat-stats

time to complete: 23 hours
challenge: Moderate
PC better? No
airborne controllers: 14
hairs pulled out: 134

Tunnel B1

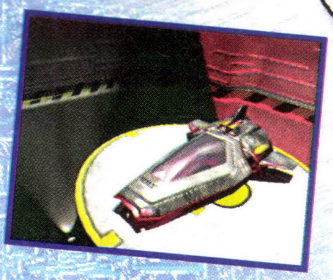
STRATEGY OVERVIEW: MISSION OBJECTIVE LOCATIONS



Be careful not to hit the barrels lined up on the walls. If you are too close when they explode, you will suffer damage. You will also get knocked back.



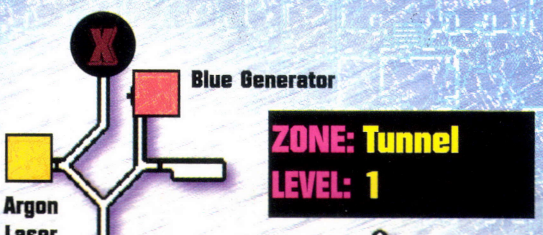
A large part of your success in this game will be finding items in short amounts of time. Use these maps to clue you in to the location of power-ups along the way to reduce your search time.



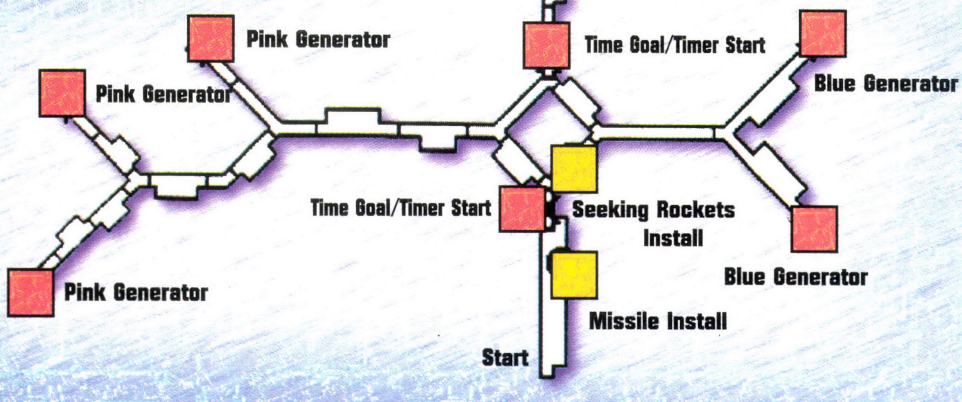
Although they cause no real damage, small objects which you collide with during high speeds do cause a slight loss of control and acceleration. Be on the lookout for distant lighting effects to clue you in to such annoyances.



Be sure to keep a handy supply of missiles, as they will soon become more useful than your basic machine gun. Still, find the MG upgrades for those times when missiles get scarce.







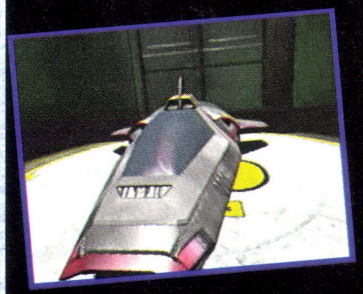
Some Quick Pointers...

Anyone can pilot the craft, but to really succeed in this game, there are a few maneuvers which everyone should have a firm grasp of:

Extra Speed
Be sure to moderate your use of the Boosters. Although it is important to reach the Time Goals under the limit, you want to make it there in one piece! Activate Boosters clear of enemies and away from potentially explosive objects.

Evasive Moves
To avoid enemies which use high-speed methods of attacks such as laser fire or homing missiles, use the Slide (by pressing both accelerate and brake at the same time) to rotate from left to right without changing your directional vector. Tap this quickly to avoid losing control of your craft and your orientation.

Understand the Objectives
Mission objectives are color coded for priority. Red objectives must be completed. (Don't worry, as long as you stay alive and keep the pace, they'll fulfill themselves.) Yellow objectives don't have to be completed, but generally add up to things which will assist you later if you do. Green objectives are completely optional, and are there for the bonus aspect of it only.





Smart Bomb Install

Time Goal

Super Smart Bomb

Start

Timer Start

ZONE: Tunnel
LEVEL: 3

Cyan Generator

Blue Generator

Twin Rocket Upgrade

Pink Generator

Time Goal/Timer Start

Blue Generator

Blue Generator

Time Goal/Timer Start

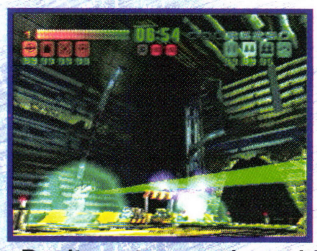
Blue Generator

Blue Generator

Super Smart Bomb

Blue Generator

Super Smart Bomb



Don't waste your time with the machine gun on shielded targets. Use locking missiles and fire while dodging. Their rate of fire and damage is too high to hang in a direct fight.

Cyan Generator

Cyan Generator

Super Smart Bomb

Red Generator

Generator Time Goal

Timer Start

Start

Time Goal

Timer Start

Super Smart Bomb

Time Goal/Timer Start

Neon Laser Upgrade

Timer Start

Start

Time Goal

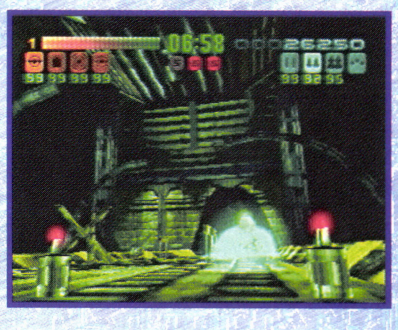
Timer Start



Getting a little lost? You can generally find your way to certain colored objectives by following the lighting patterns. Simple, eh? Also, these areas typically have some form of radioactive crate to toy with.

ZONE: Sewer
LEVEL: 1

Time Goal



Use machine guns to clear away mines before charging headlong into a missile fight with distant enemies.

ZONE: Sewer
LEVEL: 2

Time Goal
Walker
Blue Generator
Timer Start
Start

ZONE: Chemical
LEVEL: 1

Cyan Generator
Twin Laser Upgrade
Super Smart Bomb
Blue Generator
Helicopter
New Target Set
Red Generator
Missile
Start



Helicopter
Door Switch/ Time Goal



Start
Timer Start

ZONE: City
LEVEL: 1

Door Switch/ Time Goal
Timer Start
Time Goal
Door Switch/ Time Goal



Remember to keep a constant lookout for radioactive crates for those special healing powers which tend to prolong your survival. Once again, they are typically located in areas which are color coded and conventionally marked. Of course, as things progress, they will also be guarded. In cases like this, avoid explosives which may set off the radioactives prematurely. If you do not reach them before the counter expires, there will be trouble.

Mega Man 8



system: PlayStation
theme: action
developer: Capcom

strategy talk

How many Mega Man games have crossed this desk? Apparently not enough to jade my interest. Thankfully, Capcom was wise enough to add some really **interesting gameplay, thanks to the newer resources of the PlayStation** as compared to the cartridge-based Super NES. Don't get me wrong, I loved the Super NES carts. In fact, I honestly prefer their music to the PS soundtrack.

The added Fire button makes things easier when considering multiple weapon usage. **You can assign one button to be your standard Firing button and the other to special weapons.** This makes it possible to use both in tandem which is easier than constantly switching back and forth. Believe me, they made certain parts of the game with this well in mind.

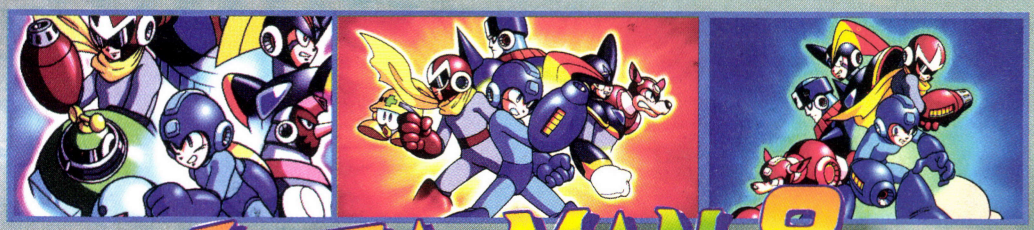
Just check out the maps here for some hints and tips as you play. Some secrets are revealed. Some are not. We wouldn't want to spoil it all for you, just yet.

All you fellow lovers of Mega Man games should really enjoy this newest installment!

—Jason "Hands" Streetz

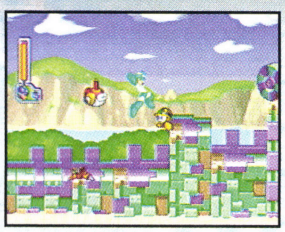
strat-stats

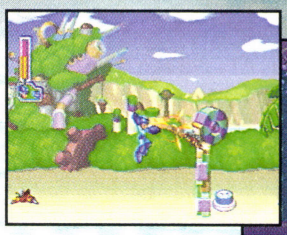
time to complete: 6 hours
challenge: Moderate
expletives shouted: Far too many
Sprite consumption: 16
unfortunate demises: 38



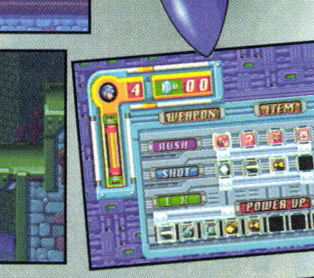
MEGA MAN 8

The Adventure Begins



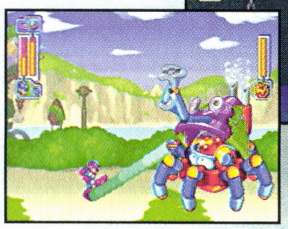


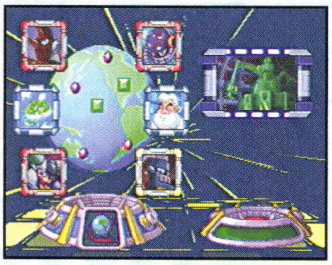


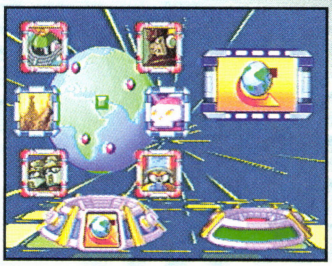




At first, Mega Man sets out to investigate a mysterious happenstance at Dr. Light's request. Rush pays a visit halfway through to drop off a new weapon: the Flash Ball. Keep it handy until the last Boss of this stage. Hit him once with it to freeze him. A total of four hits will wake him up again. Dash under him as he jumps, then hit him twice more to finish him off. Now for the REAL game...



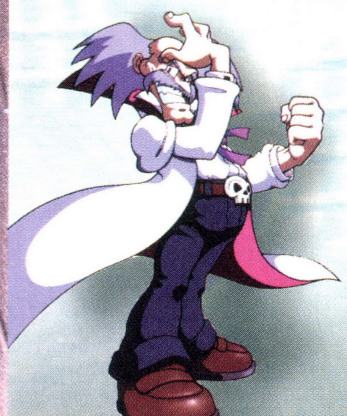




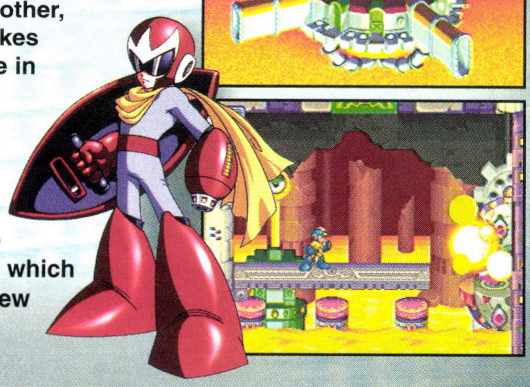


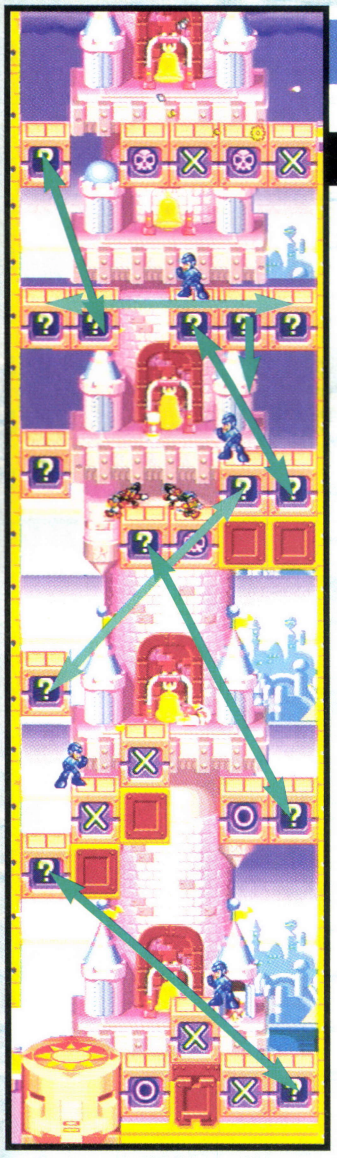
One of the interesting new features are Bolts. They are located sporadically throughout the game and can be used to purchase or build certain items for Mega Man to use. The most notable involves the Straight Beam, which modifies Mega Man's standard powered-up blast into a solid laser beam-style attack, cutting through enemies regardless of contact. The more Bolts you acquire, the more you can deck out Mega Man for his final confrontation with Dr. Wily.





Mega Man's brother, Proto Man, makes his appearance in the game's cinemas, as does Bass and Treble. They are all involved in the new story line, which involves two new super robots.

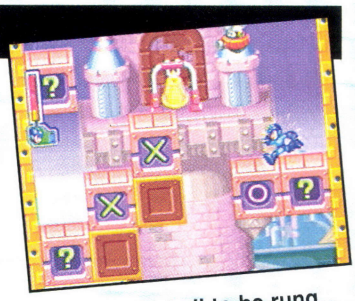




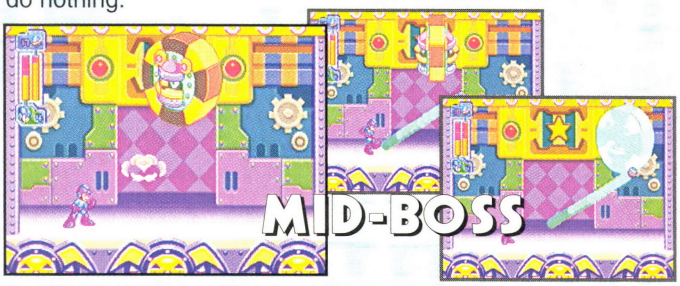
Clown Man

Clowning Around

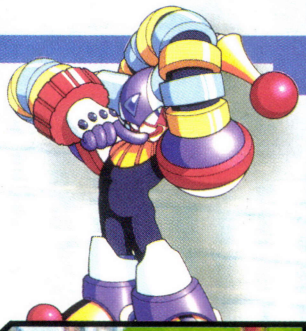
In the background, there is a bell that is rung periodically. Depending on where you are standing at the time, different things will happen. As the map shows, the "?" boxes teleport you to different locations if standing on them during the bell. Avoid the "X" and skull boxes. "O" boxes do nothing.



Wait for the bell to be rung before making any moves.



As the Mid-Boss bounces around the chamber, keep a Flash Ball handy. Mega Man will kick it around as you move to evade the Mid-Boss. Any enemies who it drops are likely to hit the ball, if they attempt to get you. When the mid-Boss stops, let him have it with either the standard gun or this Flash Ball.

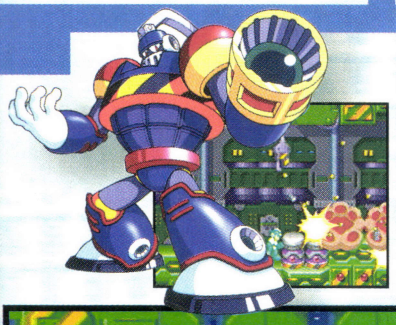


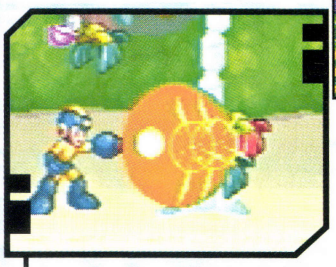


USE: Standard Gun
GET: Thunder Claw

The Thunder Claw is very useful in later stages. As a weapon of attack, it is moderate. However, it allows Mega Man to swing from hooks located throughout the game.

Grenade Man





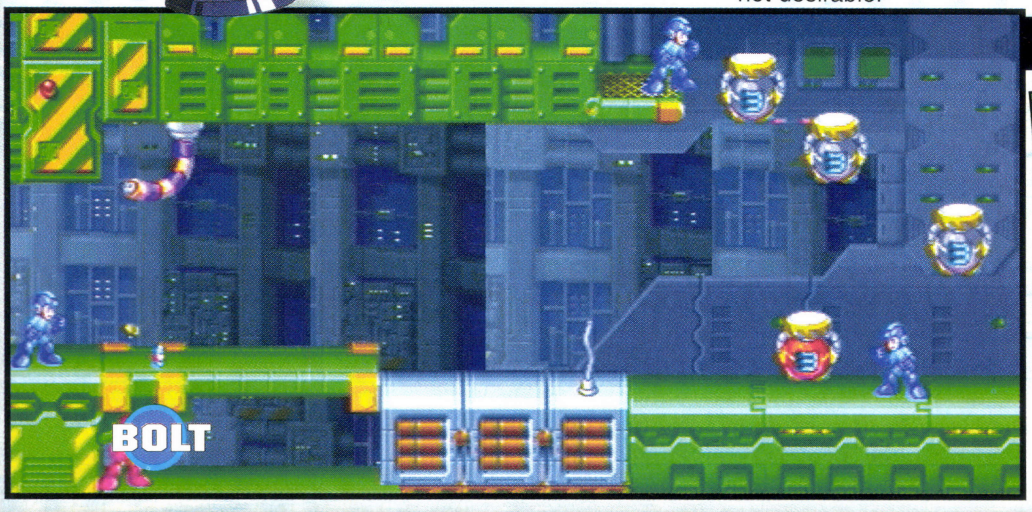
USE: Thunder Claw
GET: Flash Bomb



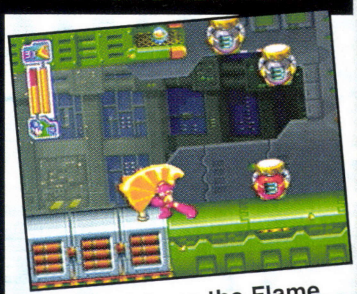
The barrels will explode when shot three times. In some cases, this is not desirable!



Having the Straight Beam adaptation for your standard gun helps. If you can keep him damaged consistently, he won't dive under the ground and reappear. Just keep pacing those shots as he stops.



A little later...



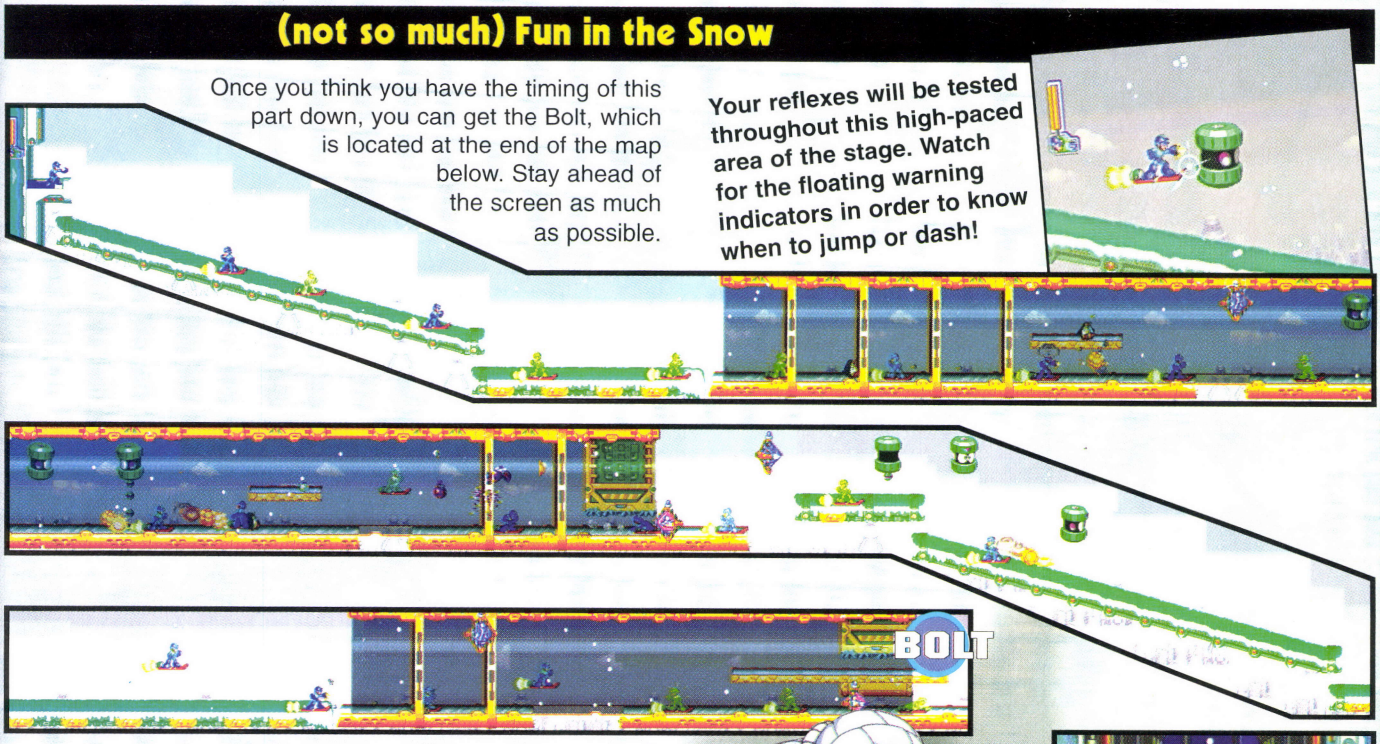
After you have the Flame Sword, come back to this point and ignite the explosives to clear the path to a Bolt.

Frost Man

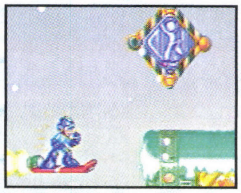
(not so much) Fun in the Snow

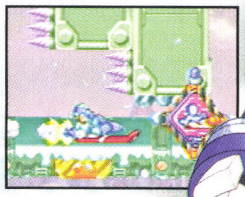
Once you think you have the timing of this part down, you can get the Bolt, which is located at the end of the map below. Stay ahead of the screen as much as possible.

Your reflexes will be tested throughout this high-paced area of the stage. Watch for the floating warning indicators in order to know when to jump or dash!

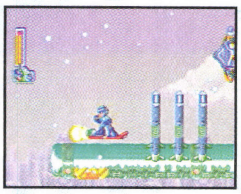


Floating signs warn Mega Man of upcoming hurdles to jump over or dash under.

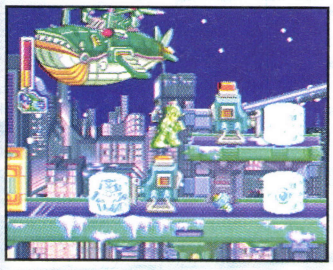




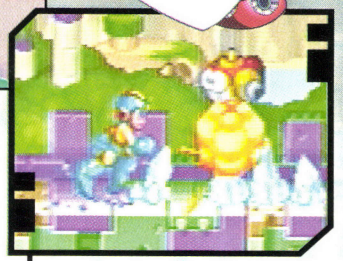
Large poles on the track should be shot down to avoid damage. Look for the 1-Up capsule, also!



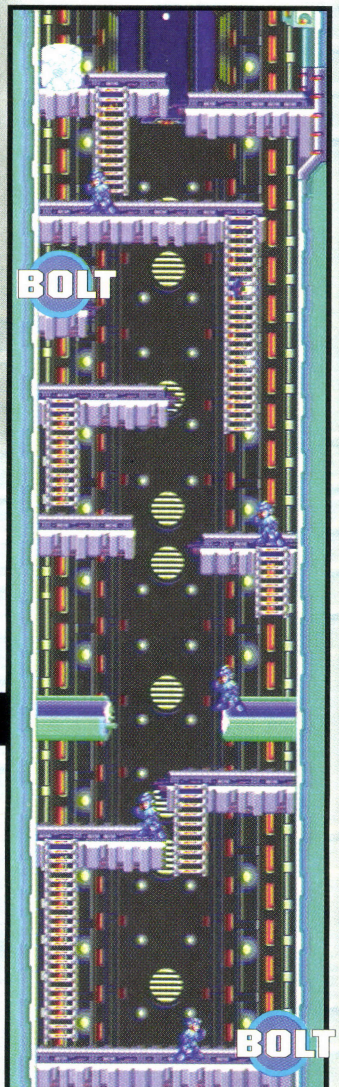




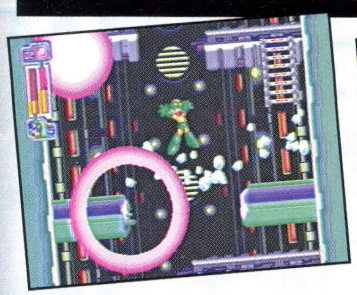
Although you can use special weapons to open the stationary ice bricks, you cannot use this method on the moving ones with enemies inside. It's best to just avoid them. If you do not, you will get smashed against the wall and release an enemy.

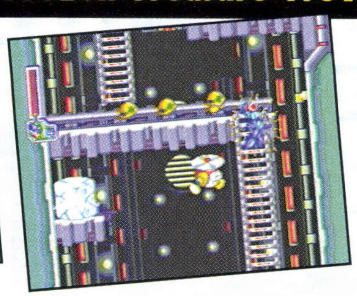


USE: **Flash Bomb**
GET: **Ice Wave**



Frozen Treasure Trove





First, use the Astro Crush to eliminate the floor made of ice. Use the Flame Sword to break open the many ice bricks you will find in this area to uncover hidden icons.

Once you have the Astro Crush and Flame Sword weapons, come back to this part of the stage and collect a few Bolts and other icons. The area with ice for a floor can be broken using the Astro Crush. Most of the ice blocks on this stage can be broken open using the Flame Sword. There are two bolts here hidden in ice bricks.

Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.



We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.







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NanoTek Warrior™

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Tengu Man



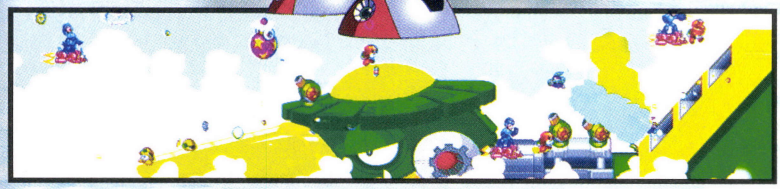
USE: Ice Wave
GET: Tornado Hold

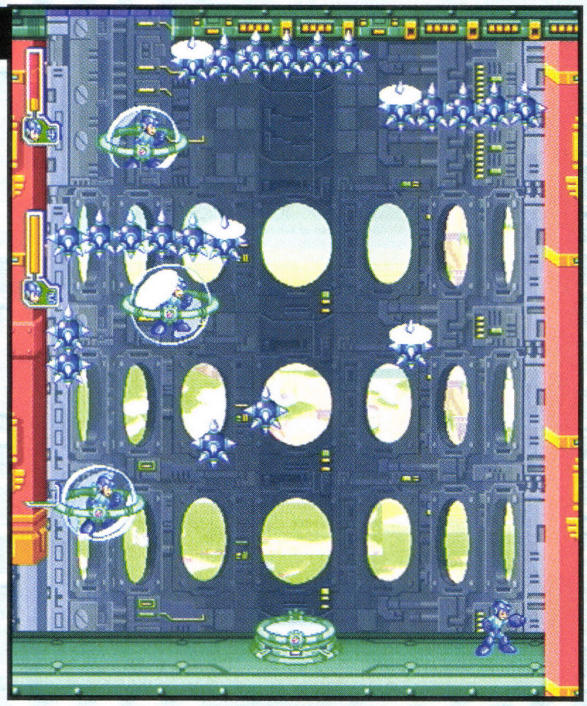
Jump into the vortex created by the Tornado Hold to reach new heights!

Onward and Upward

The point of these areas is to hop in a bubble and successfully navigate the spiked objects. One hit from those and your bubble pops, sending you downward to start again (and probably into some of the spikes—damaging you, of course). Use these maps to assist your navigational efforts.



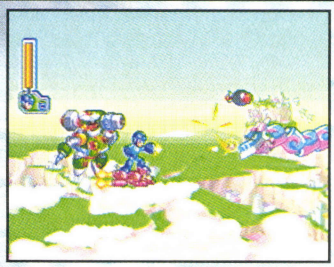






The Shooter Part

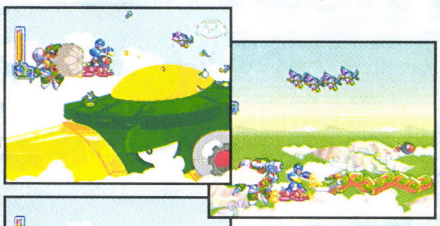


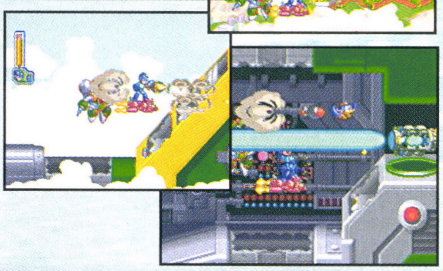


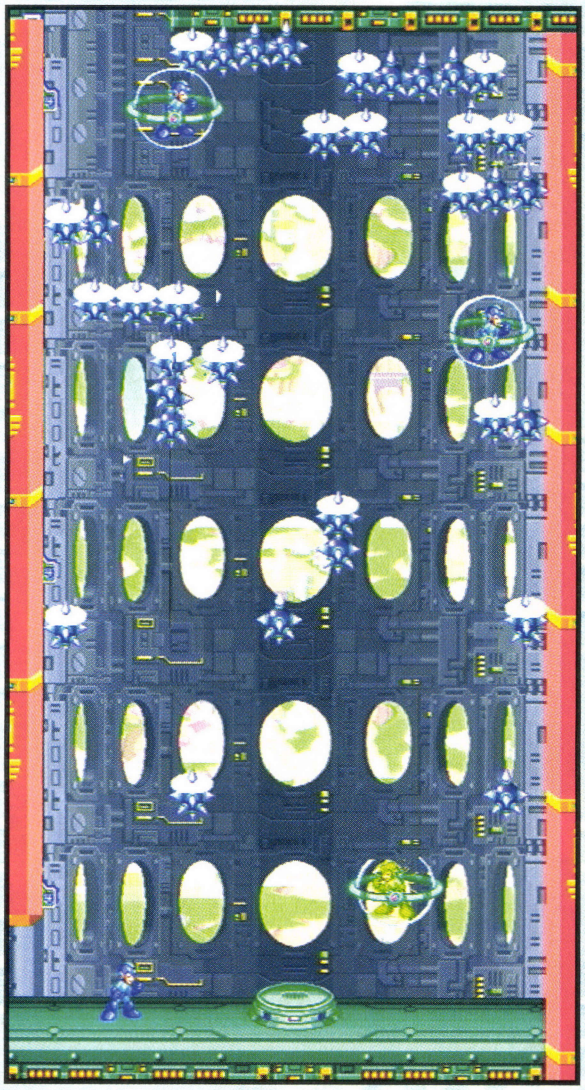
Be sure to shoot the bonus capsules that are located throughout this part of the stage. They will emit an icon which summons one of your power-up friends. This equals more firepower!



Things can get pretty complicated during all the explosions and fireworks. If you have some of your buddies along for the ride, just keep the Fire button held down the whole time. Your bullets will just keep spraying the area.







Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

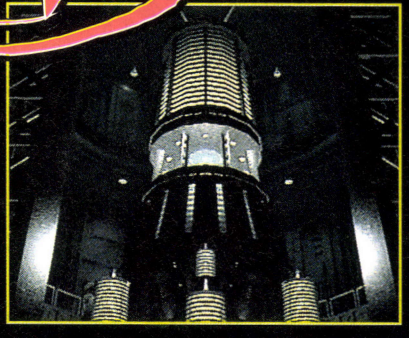
You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
- Over 300 different monsters to do battle with
- Morph any member of your party into a more powerful source known as "Persona"
- Fight your way to one of many endings

Persona™





Use your "Persona"







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RATING PENDING RP CONTENT RATED BY ESRB

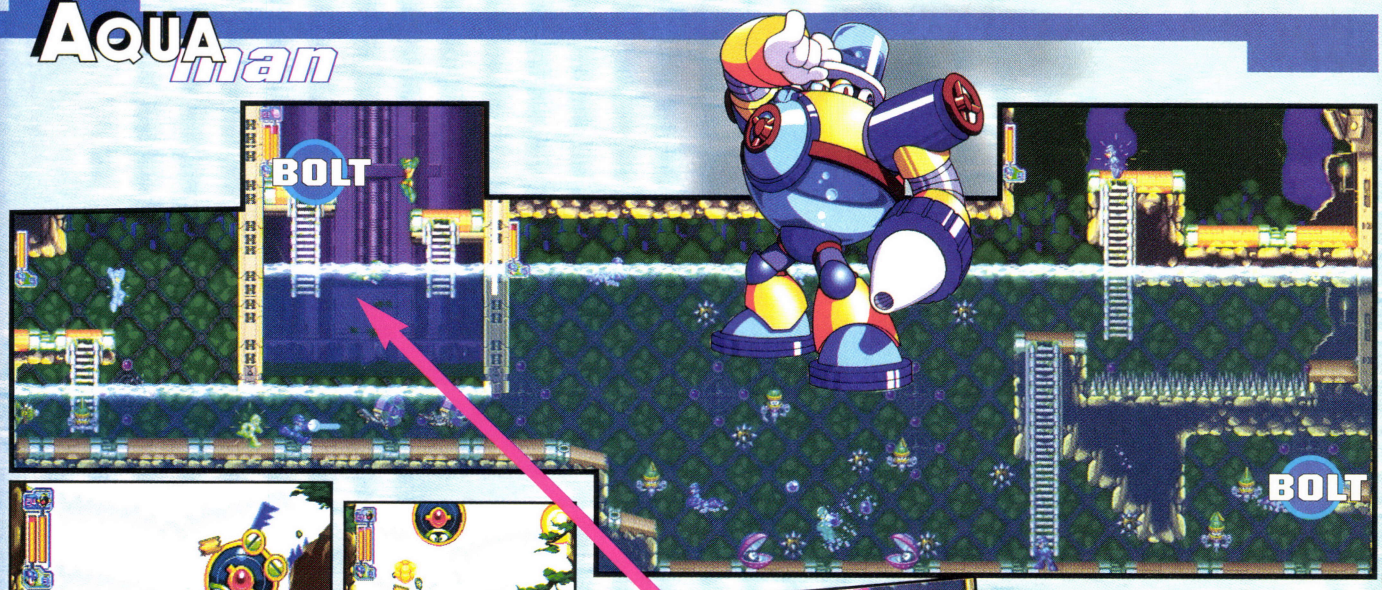
Persona™ is the first chapter of the REVELATIONS™ SERIES

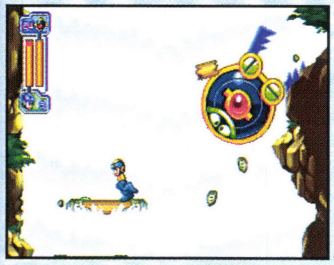
RPG

PlayStation™

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Call 1-800-771-3772 for Game Rating Information.

AQUA man







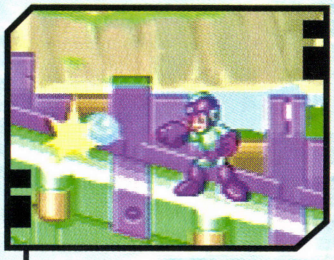
MID-BOSS



The best weapon against this mid-Boss is the Flash Bomb. Use it as it pops out of the water to attack you. Be sure to keep jumping away from it!



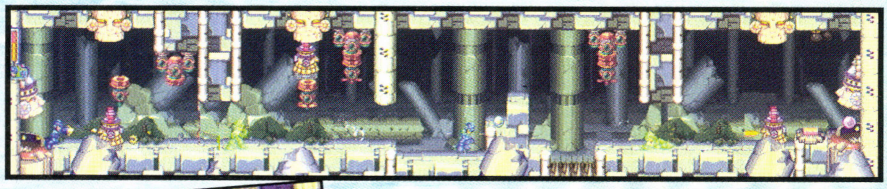
Use the Aqua Crush to unleash some pressure and raise the water level. This opens up all-new chambers!



USE: **Astro Crush**
GET: **Water Balloon**

SWORD man

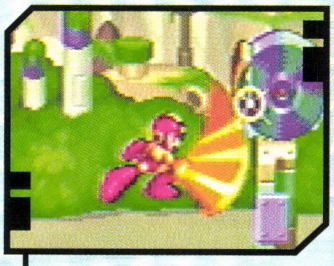






MID-BOSS

Use the Flash Bomb on this mid-Boss for the quick win. Fire just before it opens its "eye" for maximum effect.

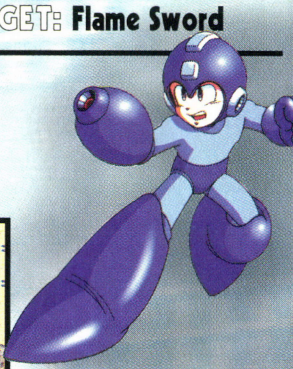


USE: **Water Balloon**
GET: **Flame Sword**

As seen above, there are four warp zones which, when defeated, each open one of four pillars at the bottom. Use the Tornado Hold to navigate the floating machines in the map above. Below, use the Ice Wave to freeze the flame machines.







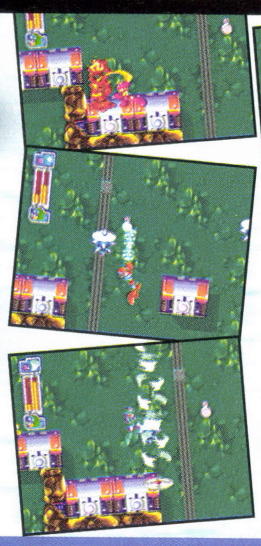
SEARCH man



Time to play Tarzan



USE: **Flame Sword**
GET: **Homing Sniper**



The Flame Sword will cut down the electric vines, making it possible to get the Bolt in the lower-right corner. If you are the daring type, use the Tornado Hold to raise yourself to the uppermost hooks on the top-left area of the map. From there, use the Tornado Claw to "Tarzan" your way across to the elusive ladder, located in the central upper region of the map. Up there you will find another Bolt.



Be sure to catch on to the pattern of the wrapping map quickly, or get lost!

The midsection of this level attempts to disorient you using a wrapping map. Color-coded doors raise or lower certain walls throughout. During both of the two regions like this, it is generally a deceptively simple pattern to follow. Many of the doors and passages are there for the purpose of confusion only.



ASTRO man



USE: **Homing Sniper**
GET: **Astro Crush**

During this entire part of the stage, you must outrun the bottom of the screen or die! Move quickly to get the Bolt.



Command & Conquer

Multi-system

system: multisystem
theme: strategy
developer: Westwood Studios

strategy talk

Step up all you armchair generals. Command & Conquer, the long-praised PC smash, has finally worked its way home on some console systems. Believe it or not, the conversion process was extremely successful.

THE PROS:

This is an amazing strategy game, like nothing any console gamer has ever played before. The graphics are very good, and the basic interface is pretty easy to pick up. Occasional cut scenes are your reward for completing the missions. Multiple mission paths also give the game some moderate replay value to it.

THE CONS:

Although the basic interface is relatively easy to pick up, getting some of the advanced commands down can be one heck of a trick. I played through both sides, and I still don't know some of the commands to pull off some moves. The biggest con though is there isn't an in-mission save! Screw up in this mission and you start the mission completely over. Move that difficulty a notch up.

—Scott "Ears" Augustyn

strat-stats

time to complete: 50 hours

challenge: varying

PC better? Yes

Cokes consumed: 15

controllers broken: 5 (LAST FIVE MISSIONS)

COMMAND & CONQUER

SPECIAL TACTICS

CUT THE SUPPLY



The best way to ensure victory is to destroy the enemy's harvester. This will cause some small attacks, but it gives you the freedom to harvest and pick away at their troops. They may create more harvesters after the first one is destroyed, so be prepared for that.

THE ENGINEER RAID



Load a group of engineers into an APC, or sneak them into an enemy base. Once inside, unload and steal the enemy's buildings! You can then create their units or buildings. You can also sell them and get some money. It's pretty simple.



SELL OUT, BEFORE DEFEAT



Keep an eye on your buildings if your base comes under heavy attack. Always sell any buildings that are about to be destroyed. You will get a small return and some extra troops to boot.



RUN 'EM DOWN

For the first few missions, you will be able to take care of infantry easily. Make any vehicle with treads, APC, tank, MCV, etc. Then force a move onto the infantry. Squish! After a couple of missions, the computer will start scattering them so just attack.





INFANTRY VS. TURRETS

One of the best ways to take out turrets is to send in a group of infantry! Believe it or not, it will take longer for the turret to hit the troops than it would a vehicle. This can also leave the possibility of support from larger vehicles while the turret has the troops targeted.



HIT AND FADE



One way to whittle down enemy forces is to lead them in. This is best done with an APC or a dune buggy. Run in quickly, fire off a couple of shots and retreat back to a friendly stronghold.

THE GDI OPERATIONAL THEATER

The GDI missions are, for the most part, easier than the NOD. In most of the missions, you will have the opportunity to build a base. There are many different mission choices you can take in the campaign though. I will show you one way to get through the game. It may not be the easiest, however remember that all the missions are possible. The tactics apply to both sides though and will be a necessity as you go through the missions.



Be ready to face the Nods on some of their own turf.

MISSION 1: ESTONIA

TOP SECRET

AERIAL RECONNAISSANCE



This first map is very small. You should be able to run through it in under 10 minutes.



The gunboats will take care of the turrets without any help from you. Concentrate on clearing out the other Nod foot soldiers.

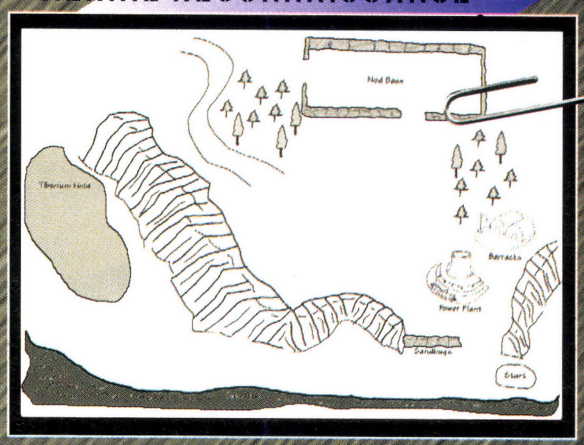
You should be able to run through and clear out the entire beach with just the two Humvees that they provide. You don't need the MCY at all.



MISSION 2: PAARVU

TOP SECRET

AERIAL RECONNAISSANCE



The second map offers a little more challenge. It still is fairly easy and can be beaten quickly.



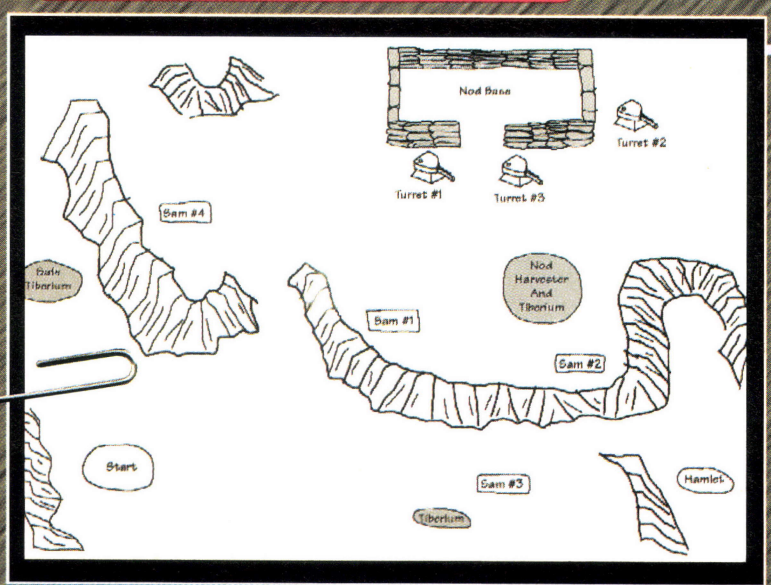
The best way to stomp your way through this level is to build up about three groups of mini-gunners, then march into the base.

If you follow the above strategy, have your engineers follow behind the mini-gunners. Quickly run in and take the refinery and Hand of Nod.



MISSION 3: JELGAVA

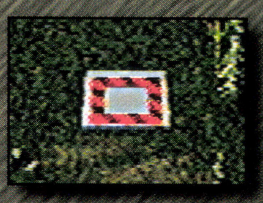
CLASSIFIED



This is the first full-size map that you will have to face. There is a pretty good supply of Tiberium, but watch your harvester.

AERIAL RECONNAISSANCE

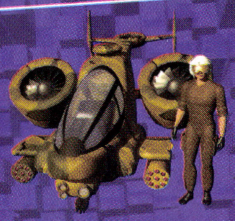
For this mission you will get a powerful new infantry, Grenadiers. These guys can decimate infantry if they are in groups, but they aren't too effective by themselves. Use their long attack range to take out the SAM sites across the map. Watch out for troops hidden behind trees. Bombs away!







NEW TOYS



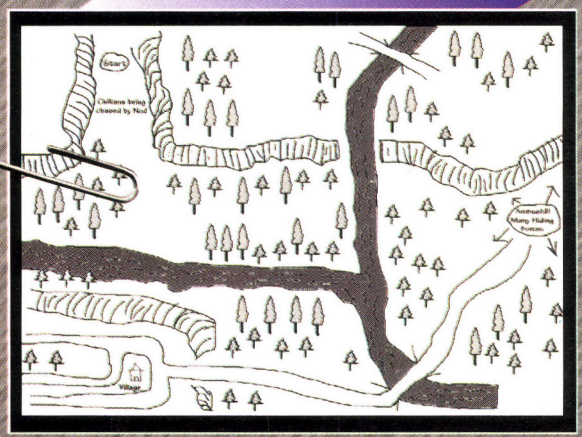
ORCA
Mechanized Assault Fighter

Once you receive the Orca fighter, you will have a distinct advantage against any kind of armor. Best used in groups of three or more. The only fear you have is from rocket troops, SAM sites and Mammoth tanks.

MISSION 4: BIALYSTOK

TOP SECRET

AERIAL RECONNAISSANCE





Remember that the APCs can run over pesky infantry.

Always keep all of your infantry and vehicle units grouped at all times.



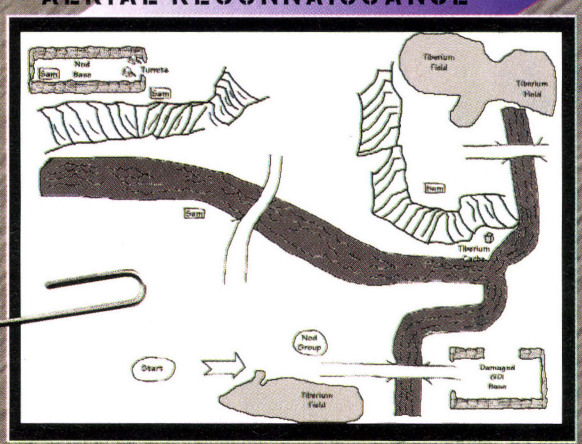


When this bad boy enters, throw everything you have at him.

MISSION 5: HANNOVER

CLASSIFIED

AERIAL RECONNAISSANCE







When you are fighting this mission, be sure to keep all your buildings repaired. For this mission you will be able to construct APCs. Use the engineer raid to wipe out the enemy base quickly. Remember that the APC can run over infantry and is hard to hit if you keep it moving. There is also a money crate across the river to the north.

MISSION 6: CZECH REPUBLIC

CLASSIFIED

AERIAL RECONNAISSANCE



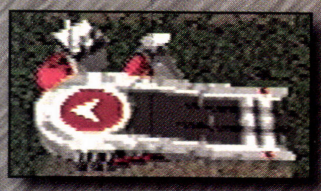




This is one of the toughest missions for GDI. You must take out the three SAM sites on the island that you start out on to get the Chinook transport. From there go west to the flare. Head up the plateau and take out the SAM. Use the transport to go to the X. Clear the terrain more to the north. Hop north again and rush into the base. Take out the airport.

MISSION 7: OSTRAVA

TOP SECRET



As long as you destroyed the airport in the previous commando mission, your will skip this mission entirely.

NEW TOYS



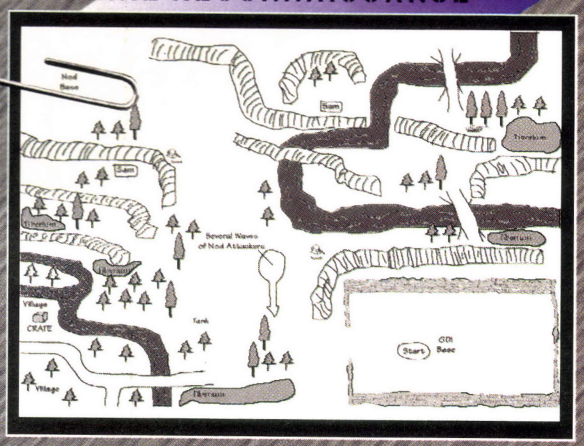
MAMMOTH TANK
Extremely Heavily Armed Mobile Weapons Platform

The Mammoth tank is a marvel of GDI technology. This is also one of the most powerful weapons that will be at your disposal. Although they are pricey to construct, 1,500 credits, they are worth every penny. They fire twice as opposed to the one shot that other tanks release. They also have rockets for anti-infantry/anti-air attacks. If damaged beyond the halfway mark, they will recover up to that mark over time. Shoot and move to best take out infantry.

MISSION 8: SALZBURG

TOP SECRET

AERIAL RECONNAISSANCE



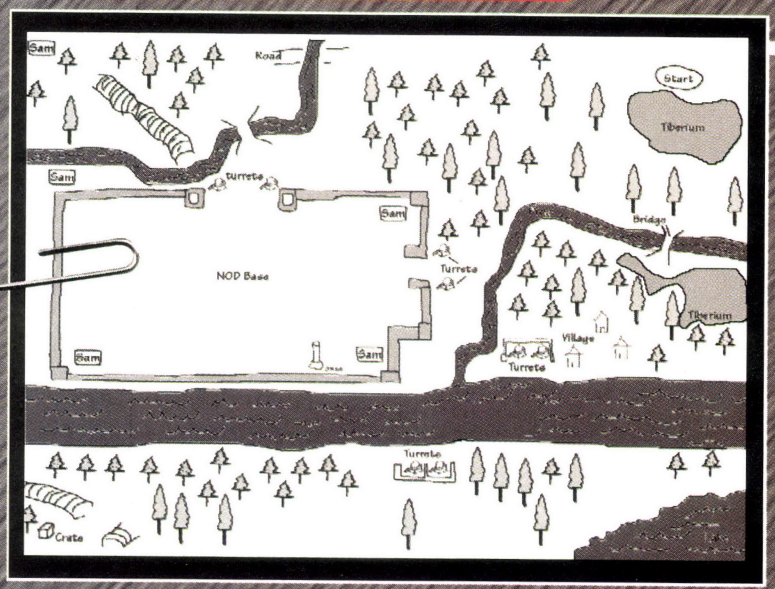
This mission places you in a fairly secure base. Watch for attacks from the north.



For this mission you will get control of a few new units (the rocket launcher and the repair facility). Quickly put your harvester onto the repair pad. Once that is repaired, send it out and put the others on it also. Watch for some sneak attacks coming from the north. The bulk of the attacks will come from the west though. The biggest Achilles' heel is the harvester. Destroy that and pick off the rest. Head to the village for a money crate.

MISSION 9: BUDAPEST

CLASSIFIED



This mission puts you in two battles at once. Deploy your northern base and coordinate your southern attack.

AERIAL RECONNAISSANCE

The key to beating this mission without losing the gunboats is simple. Don't attack the turrets until the very end. The not-so-simple part is the new weapon that Nod has: the Obelisk of Light. To beat that you must take out their power stations. With the power down, you can walk right past it. Attack from the northern entrance to avoid the obelisk. Be sure to have your southern fighting force head all the way west to pick up a money crate.



OTHER WARS TO FIGHT

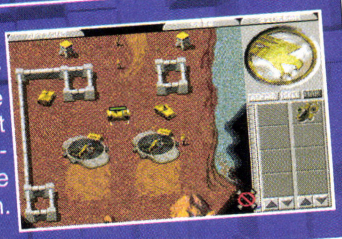
COMMAND & CONQUER PC



The hit that started it all. This game was a major smash in the PC market and is finally available to console gamers. The conversion from PC to home was near-perfect.

COVERT OPS

If you thought that C&C was too easy for you, try the covert ops. These are available in the PC market or by entering the password COVERTOPS in the PS version.



COMMAND & CONQUER: RED ALERT

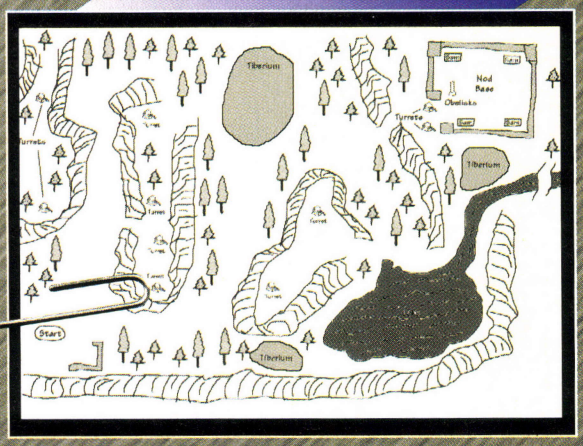


The latest addition to the C&C world. This game is amazing! There is an enormous amount of strategy that you can use to get through it. Currently, it is only available for the PC.

MISSION 10: ROMANIA

TOP SECRET

AERIAL RECONNAISSANCE



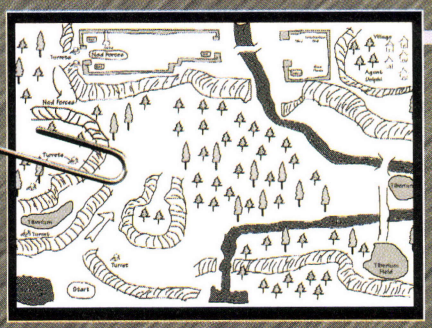
You are in a good position for this mission. Watch for sneak attacks from the south.



Use the Orca in this mission to clean up the turrets but avoid the base. There are SAMs all over the place. Construct three helipads.

MISSION 11: CORINTH

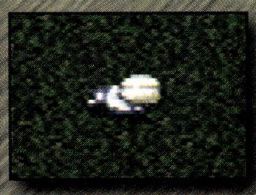
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Right from the beginning, start your troops moving northeast.

AERIAL RECONNAISSANCE



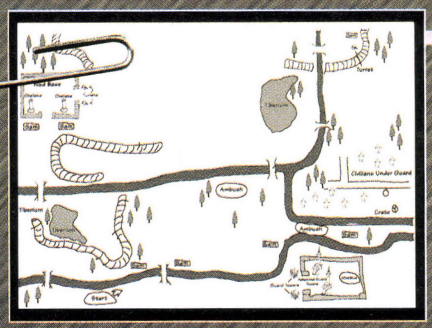




Right from the start, you will be attacked by three turrets and a tank. Quickly move your units northeast and go east until you get close to the southeast river. Deploy near the bridge to have easy access to a huge tiberium field. This is a tough battle against the new Nod weapon, the flame tank. Use the orca against those kinds of problems.

MISSION 12: SHKODER

CLASSIFIED



Don't worry about losing your first transport to the SAMs.

AERIAL RECONNAISSANCE



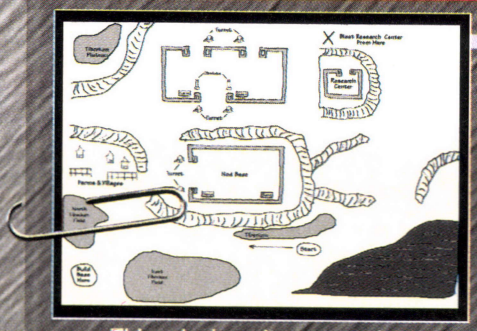




For this mission you must protect Dr. Moebius. You have limited troops and money. You will also have one Mammoth tank for this mission, so protect it. Head into the north village for a money crate. Go to the north ridge to destroy the power feed to the Obelisk and run in.

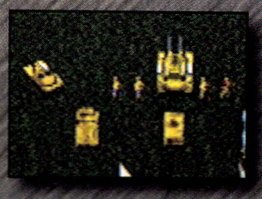
CLASSIFIED

MISSION 13: NOD

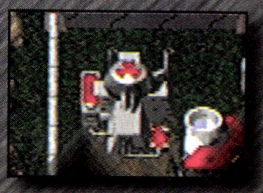


This mission pits you against two Nod bases.

AERIAL RECONNAISSANCE



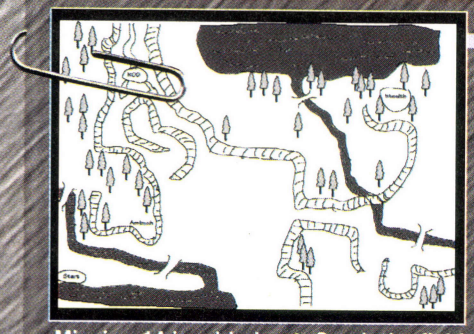




For this mission some serious firepower will be available to you. Take out the enemy harvester for the first base quickly. After that is done start rushing in engineer raids in APCs to take the refinery and barracks. Once that base is finished, do the same for the north one. Use the western plateau to take out the power stations for the obelisk.

CLASSIFIED

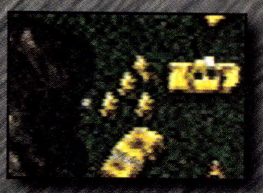
MISSION 14: BELGRADE



Mission 14 is a big hunt. Comb the field in groups.

AERIAL RECONNAISSANCE



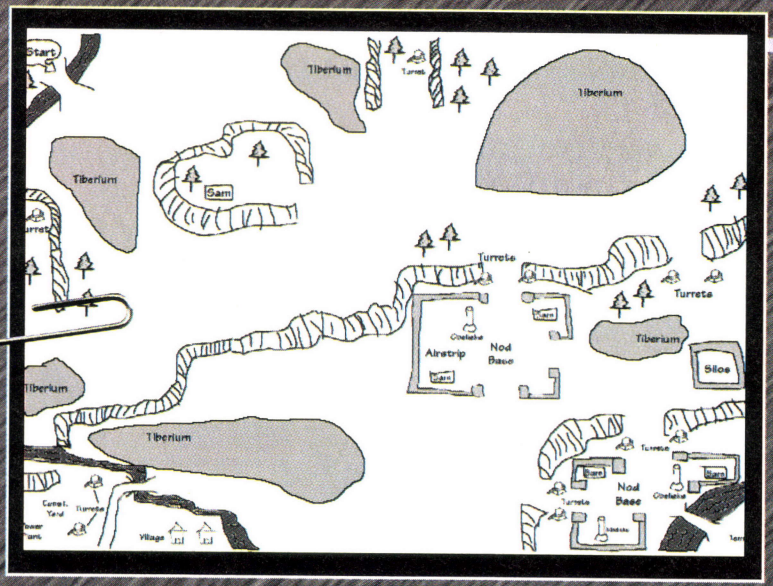




This mission can be completed every time if you stay in groups. In this mission you will meet the new power weapon from Nod—the Stealth Tank. This tank is invisible until it fires. It can also run over your troops, so keep your troops together as a team and move them quickly. After the initial rush, you should just have to wander until you find the other.

CLASSIFIED

MISSION 15: SARAJEVO



AERIAL RECONNAISSANCE



This is your main target and your main problem. It is buried all the way to the southeast and will eventually launch a nuclear missile which will take out most of your base! Be ready with an MCV and re-establish yourself quickly.



For this mission, you should most definitely make the investment and construct one of these vehicles. After it is complete, hide it.



You find silos directly north and east of the Nod bases. Rush in there and capture the silos to get a great deal of instant money.



system Super NES
theme action
developer Rare

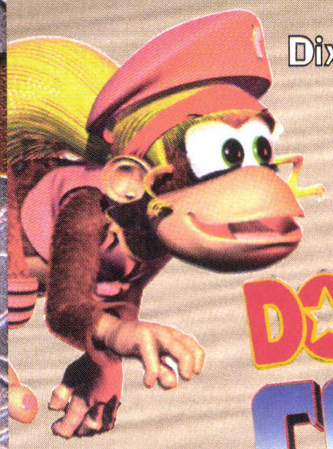
strategy talk

This is the second part of our blowout. Once again we've completely taken this game apart in order to bring everything you need to know at your fingertips. This guide continues where we left of at Krematoa. (We redid Ripsaw Rage to show you where we left off.) These next levels are definitely more difficult than the first few, and it will be extremely evident as you move forward. The DK coins get trickier for the most part, and the same goes for the bonus barrels. Hopefully we've made this a lot easier for you to find. We should forewarn you that no detail was missed, and if you don't want the whole game ruined for you, then only look at the levels you need help on. If a Boss is giving you trouble, just follow the hints we've provided. We played the hell out of each one and figured his patterns in order to put you in the know. Our guy managed to beat the game with all secrets in about nine and a half hours. Do you think you can beat that? If so, please send in your top times so we can compare them to ours.

—EGM² *Deadline Crew*

strat-stats

Time to complete: 10 hours
Challenge: Moderate
PC better? N/A
Advil taken: 14
Hours of sleep lost: 48

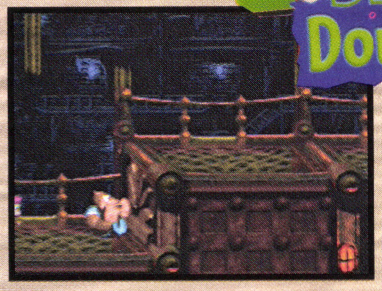


Dixie Kong Returns

Dixie Kong is back and ready for more. She has the same spin move that allows you to slowly float down, enabling you to go across big chasms.



DONKEY KONG COUNTRY 3
DIXIE KONG'S Double Trouble!



Kiddy Kong joins in!

Kiddy Kong's special move allows you to roll and then jump. You can roll across open air and still jump allowing you to get to some certain places.



Last Issue





This Issue

We elaborate more on Mekanos, as well as cover the rest of the game and the Banana Birds!

DKC3 STRATEGY GUIDE

PA



Banana Birds

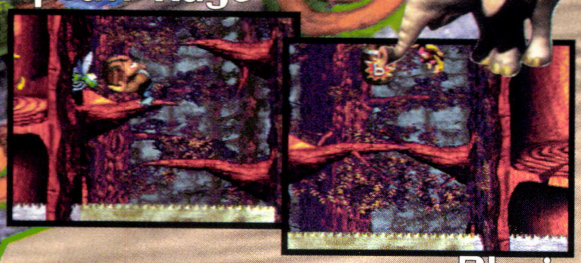




The banana birds are found throughout the DK map and the levels themselves. Search everywhere for them. Look carefully at the map, and you will see that the ones on the DK map are revealed for you. The others are hidden in each level. The bears have a couple of them.

MEKANOS (pt.2)

Ripsaw Rage



When you reach a green buzz with a barrel below it, pick up the barrel and kill the buzz. Now, go through the tree and get the first bonus barrel. The second barrel is found by finding a buzz with a steel barrel below it. Kill him and get the second bonus barrel.

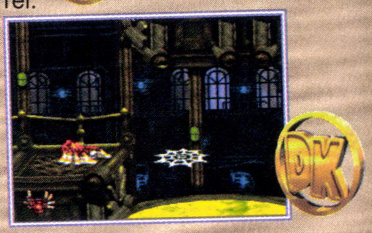


Find the G letter. Grab Dixie and throw her straight up. Continue on from here and you'll find Koin.

Blazing Bazukas

To get the first bonus barrel, go through the level until you find the TNT barrel. Take it to the left and destroy the bazooka kremlin and get the spider. Go back a little and up to find it. The second is acquired by jumping over the pit.





Use the spider to get over to the barrel that changes the other barrels into steel barrels.

Low-G Labyrinth

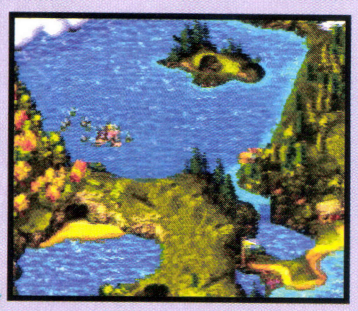


Get the parrot that is just past the continue barrel. Once you're the parrot, go back left into a hole that is above three green buzzes. Get the parrot and go to the N letter. Look around the fast-moving green buzz.

Work your way through the level until you find the steel barrel. Use it to kill the two green buzzes there. Grab another steel barrel and kill Koin.



Sneak peek (and how to get past) the END...



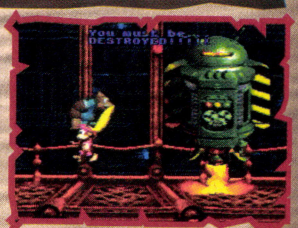
If you manage to reach 103 percent by finding all bonus coins, DK coins and banana birds, you have access to a special ending. The first thing you should do is get all the bonus coins.

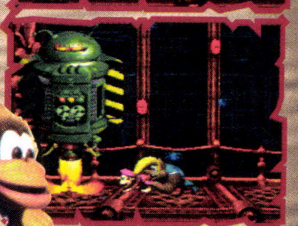
Once you've beaten the Boss in Krematoa, go to Funky Kong and get the Gyrocopter with all the DK coins. Get the last three banana birds, and you will be on your way to winning.

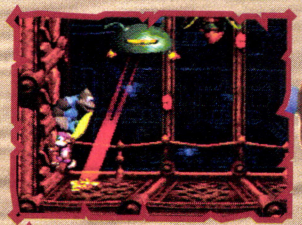


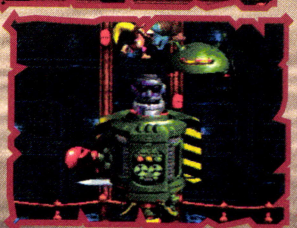
Defeating the Boss... KAOS

This Boss is fairly easy once you learn his pattern. Until then, he will be difficult. Dodge the flame underneath him and wait for him to start spinning his blades. Jump on them and then jump on his head. After about five times or so, he will die, opening the way to K3.









K3





Krevice Kreepers

Start the level off and jump up nine ropes. Jump to the 10th rope and go left. Hop into the barrel cannon and get shot into the bonus barrel. For the second, work your way to the N letter. Throw Dixie up and to the right to land on a hidden ledge.



Find where the coin and steel barrel is. Pick the barrel up, turn right and throw it up. Run left before it reaches Koin.

Tearaway Toboggan

The first one is found by shooting the first barrel you see in the hole instead of across the chasm. If you've played through the level already, then you know where it is. Just make sure you don't go on the roof or you won't make it.





Get the barrel at the end of the level. Pick it up and walk past the flag. There will be Koin.

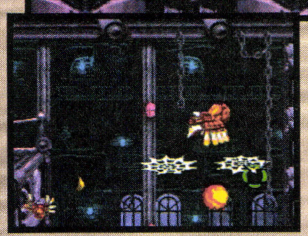
Barrel Drop Bounce



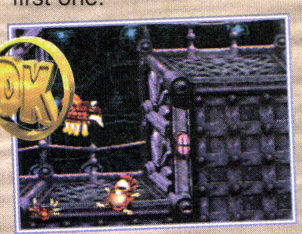
The first barrel is found by going where the letter K is. From there go to the left and jump on the two barrels. Jump off them to the right. You'll find the second one there. When you come to the part where you have to jump up four barrels to get to a ledge.

Krack-Shot Kroc





To find the bonus barrels in this level, constantly check the ceiling with the spider. You will find the bonus barrels in the ceiling. The second one is past the N letter. You shouldn't have too much trouble locating the first one.



Go to the end of the stage. The spider will turn into the steel barrel after you reach the "no spider" sign.

Lemguin Lunge

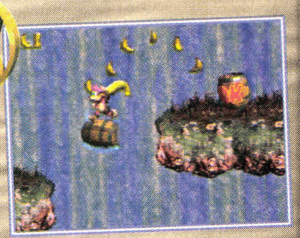


The first barrel is right in the beginning. Throw Dixie up into it. The second barrel is right in plain sight when going through the level. All you have to do is dodge the penguins.



Go to the right of the O letter and get the barrel. Throw the barrel and then jump on top of Koin to kill him.

Go to the K letter and have Dixie jump to the right while floating. Grab the steel barrel, and you'll find that Koin is close at hand.



Defeating the Boss... BLEAK

Bleak is beaten fairly easily. Dodge his snowballs and peg him with them when he leaves himself open. When he starts shooting snowballs out of his hat, it becomes a little tougher. When he starts laughing at you, that's your chance to nail him again.







Razor Ridge

Buzzer Barrage



Kill the second green buzzer you come to with a barrel from the parrot. The barrel is just below the green buzzer. Work your way to the end of the stage. Look across the ceiling and jump on the head of the helicopter kremling and bounce up to the barrel.



Find two helicopters flying up and down. Go in the middle of them and up. Grab the steel barrel and bring it down.

Kong-Fused Cliffs

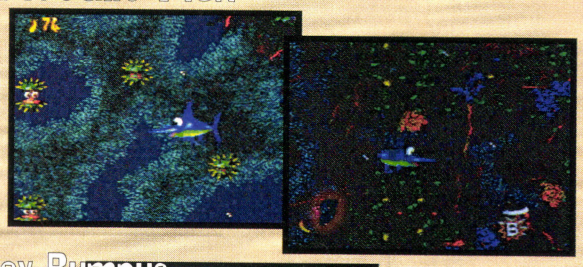


Get to the second rope and look for a single banana on the right. Jump onto that banana and then keep walking to the right to the barrel. Now go to the N letter. Look for three green buzzes and look for a trail of bananas. Follow that trail to a hidden barrel.



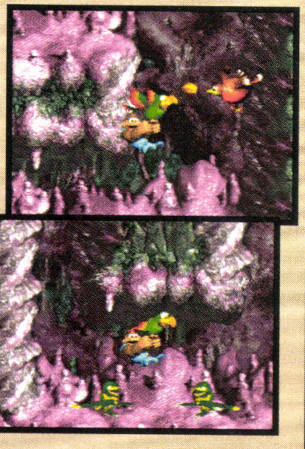
Work your way to the end of the level. Jump to the left and you'll find the steel barrel.

Floodlit Fish



The first is found by starting when you get Enguarde. The best advice given here is to search every inch of this level. They are not hard to find, just out of your way. Keep your eyes open and you'll see them.

Pot Hole Panic



The first is found by jumping off the elephant by the N letter. It will be out of reach unless you use her. The second is found by getting the spider all the way to the end. Right before the "no spider" sign is a hole in the ceiling—it's up in the hole.



Go to the end of the level past the "no spider" sign. Throw Dixie up and right to a hidden ledge.

Ropey Rumpus



Get to the TNT barrel and walk through the doorway to the left. Fall off the ledge and hold right as you fall. Keep going right until you reach a wall which the barrel will blow up. Nab Perry the bird and get to the end. He will become the second barrel.



You'll find this coin by checking all pits. He's in one of them as well as the barrel.

Go through all the way to the end of the level. When you come out of the water, get on the ledge to the left and grab the steel barrel.



Defeating the Boss... Barbos

The first form is beaten by shooting the little sea urchins back at the pink ones protecting him. When they're both gone, hit Barbos. The second one is done the same way. The only difference is now you need to use the shells. The third one is very easy.







KAOS KORE

Konveyor Rope Klash



Look for a dip in the ground that you would normally otherwise pass. One such dip leads to the first bonus barrel. If you reach the O letter, you're too far. Look for two circling buzzes. Once you find them, look in the trees for a barrel hidden there.



Get to the end of the stage and you'll find the steel barrel just before the flag. Throw the barrel and use the rope.

Creepy Caverns

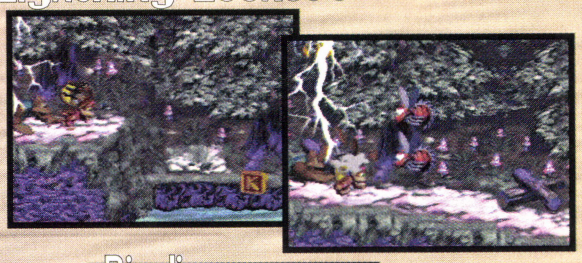
Go past the continue barrel and look for the DK barrel. Throw it at the green buzz that's right there. Throw Dixie up there and you'll find the spider. You'll need to use the spider to get the bonus barrels. Check all of the ceilings.





You'll come upon the steel barrel just before the flag. Use the ghost barrel to help kill Koin.

Lightning Lookout



Find the O letter and when you get it, keep going below the water. There you'll find the first bonus barrel. The second one is close to the continue point. The second barrel will be in plain sight and is easily accessible.

Koindozer Klamber

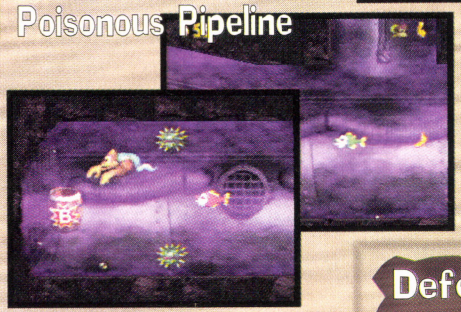


Work your way to the continue barrel. Jump on the first conveyor belt there. Look for the bazooka crocodile. There is a barrel above him partially hidden by the trees. Look for a barrel above a crocodile. Jump on him and throw Dixie into it.



Find Koin and continue right. Change the S barrel so that the bazooka croc shoots steel barrels.

Poisonous Pipeline

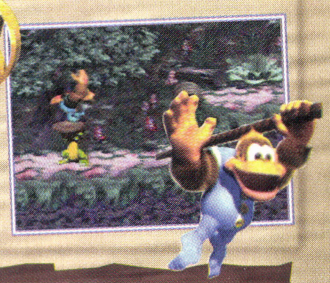


The first barrel is just past the first red fish and sea urchins you encounter. The other one is located farther along the level and some meticulous exploring will turn it up.



The best advice here is the same as before. Carefully search everywhere for Koin.

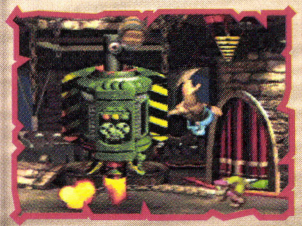
Find Koin first. Then go back a little and look for two fat birds. Have lightning kill the first one and kill the second one with a barrel.



Defeating the Boss... KROOL

He is easily beaten in this version. Destroy the robot with two barrel hits and Krool will come out. Watch his patterns; they are easy to learn. Killing him will beat the game, but there is a better ending. So beat him here first so you can finish it, but look for the secrets.





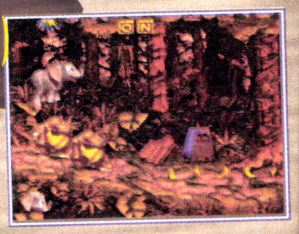


KREMATOA (LOST WORLD)

Stampede Sprint

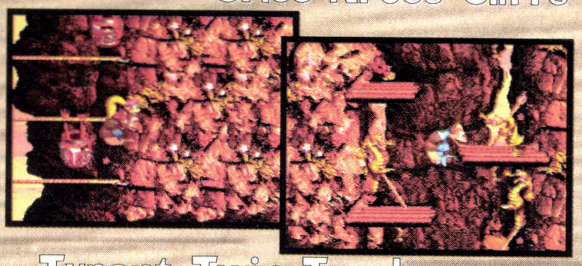


The first two barrels are located right in the beginning. Look along the top and you should see them. Throw Dixie up to get them. The third is found at the end by getting Parry all the way to the end.

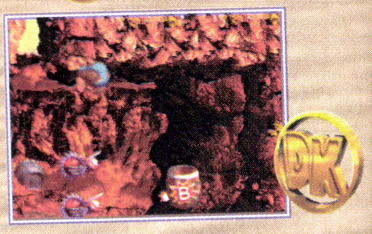


Work your way all through the level past the no elephant sign. She'll turn into a barrel. Koin is past the flag.

Criss Kross Cliffs

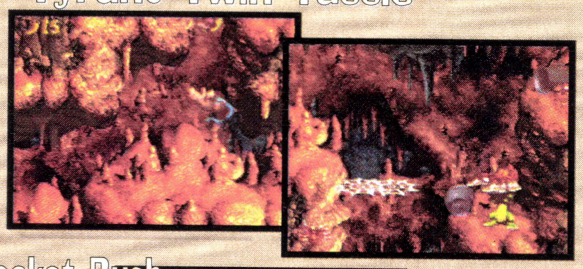


The first barrel is located near the beginning. Go up on the barrels to the first opening on the right. There you'll see the barrel. Work your way to the G letter for the second barrel. Just past the letter is a big open space. Throw Dixie up until she hits the barrel.



Look for a secret passage on the right wall past the G letter. It is above it, not below.

Tyrant Twin Tussle



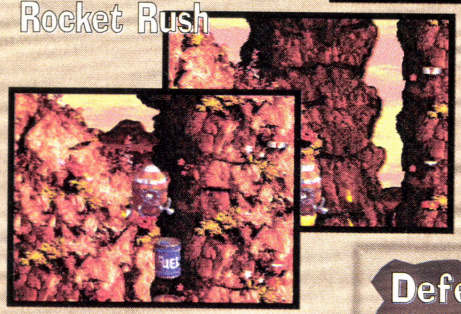
Look along the ceiling for a single banana. Throw Dixie up there and you'll find a hidden ledge. Get the spider and use him to get the first bonus level. Throw Dixie up into the ceiling by the N letter for the second barrel.

Swoopy Salvo



There are three bonus levels to be found in this level. We couldn't reveal everything, so these you can find on your own. Some helpful advice however, is to search everywhere. Trust us—they're not too hard to find.

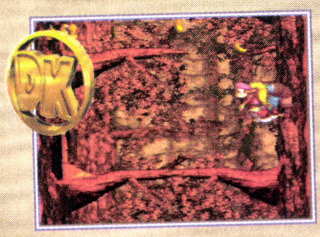
Rocket Rush



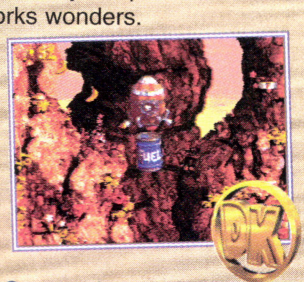
Guess what, there are no bonus barrels in this level. That's right, not one. The only thing you have to do here is beat the level. This level is a little tricky but patience works wonders.



Get the spider like you're getting a bonus barrel. Go to the O letter and look at the ceiling. Use the spider to get up there.



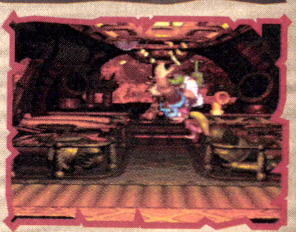
Take the parrot all the way to the end of the level. He will turn into a steel barrel for you to use.

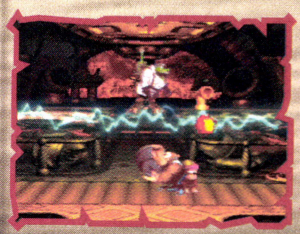


Guess what, there is no DK coin either. The last one is gotten from Krool himself.

Defeating the Boss... KROOL

Consider yourself good if you get here. This version is extremely tough. First throw the barrels through the ceiling to hit him. Then avoid him while trying to hit his copter pack. When the electricity comes after you, let the barrel absorb it. He takes about 10 hits before his death.







San Francisco RUSH



system arcade
theme racing
developer Atari Games

strategy talk

San Francisco Rush surprised everyone at the AMOA show last year. It has the graphics of any one of the finest driving simulators to date, and the good gameplay of Atari's old Hard and Race Drivin' games. The courses are of good size and also look incredible. I was surprised at the amount of fun involved with this game. Games like Indy 500 and Rave Racer looked awesome, but felt a little tight and restricted. Not so with Rush—just the opposite in fact. The gameplay is so loose, it's hard to get used to.

One of the best parts of the game is something seen in quite a few other games: shortcuts. However, it seemed to me the realism of the feel and graphics make these shortcuts more fun to find than on other driving games. They take you to underground tunnels, rooftops and plenty of other odd places you wouldn't expect. Overall, Rush gets my vote for most innovative driving game of the year. If you miss the feel of Hard Drivin', this is the game you've been waiting for.

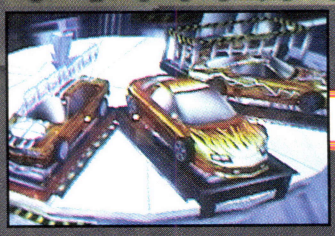
—Mark "Hairy Back" Hain

strat-stats

Factor of fun: Very High
Challenge: Moderate
Cruis'n better? No
Shortcuts found on own: most
Hours of *X-Files* seen this month: 15-20

SAN FRANCISCO RUSH
EXTREME RACING

SETTING UP YOUR CAR









How you set up your car will obviously affect your gameplay throughout the different levels. As with all other decent car games, each car has different speed and controls. The expert car is called the "Extreme Simulation" car. The speed and control are off the scale, but don't let that fool you, it's totally squirrely. As always, a manual transmission is better.

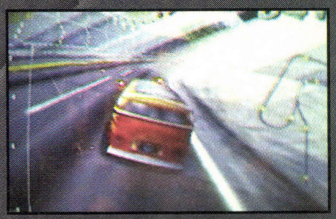
BEGINNER



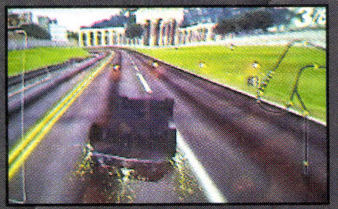
The Beginner Course is in the heart of San Francisco. It is very mountainous terrain, and it is somewhat difficult to navigate. There are a few spots where you can go off the track, jump off a hill and gain a few spots. It doesn't really matter what car you use on this track, because the turns are not that hard to hug.













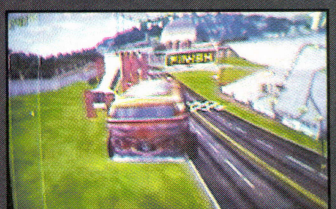


The main shortcut on this level is pretty easy to spot and just as easy to speed through.





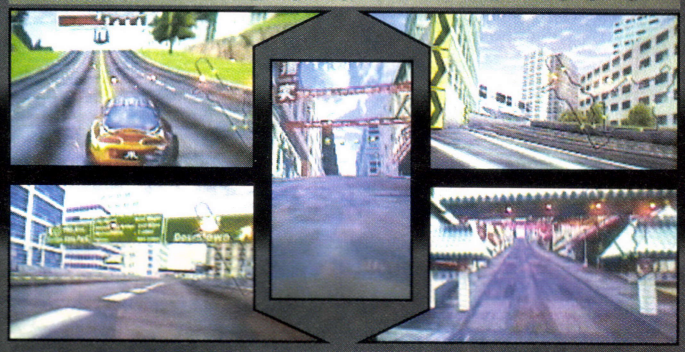




In the Intermediate Course, the road is quite a bit more mountainous. There are also more obstacles for you to slalom around. Fortunately, the course is very large and has a couple shortcuts, so you'll have plenty of time to get to the front of the pack. A sports car is probably the best vehicle to use on this level.

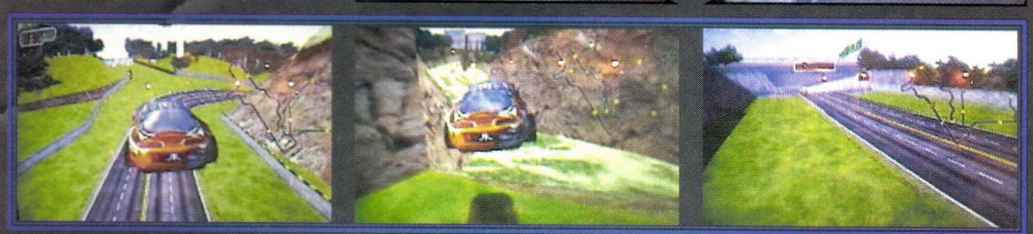


INTERMEDIATE





Toward the start, there's plenty of straightaways.





The shortcuts on this level are easy to spot as well and are very advantageous to find, if not a little difficult.





Some of the corners are kind of hard to get around.

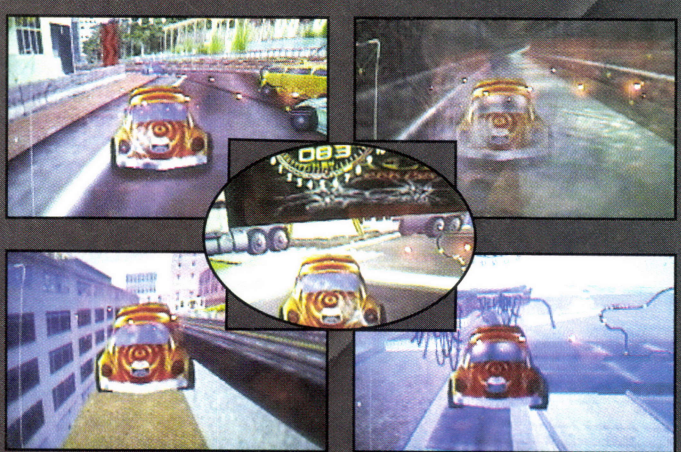




Advanced is not quite as long as the Intermediate Course, but it definitely has the hardest turns. On this level, look to the left and right for shortcuts. The road can get pretty tight toward the end, so watch out for other cars knocking you. For this level, you want a car with a decent amount of control, to help you with the corners.

ADVANCED





Alpine Racer 2



system: Arcade
theme: skiing
developer: Namco of Japan

strategy talk

Alpine Racer was much more popular than I would have ever predicted. At first glance, it appears to be yet another game in a line of deluxe Namco products, like Air Combat 22, Rave Racer and several others. One difference here is when you actually step on the skis. They had resistance, and it felt like you were skiing. Well here comes Alpine Racer 2. There's not much difference in the actual gameplay, however Alpine 2 does offer quite a few more choices. You can now choose your skier depending on what course you choose (the Mogul is AWESOME on the technical course!). In the game, the graphics have been wildly improved, as you ski past blimps and kuma bears. Just as in the first Alpine, you can also turn just the foot pads to really dig in around the corners (a must or you will slam into the walls over and over). The skier has not changed much either, the animations for falling and hitting walls taken almost directly from Alpine 1. This game will undoubtedly be another Namco hit.

—Mark "Hairy Back" Hain

strat-stats

time to complete: 30 min. to an hour
challenge: moderate
times slammed into walls: several
Average cost per play: $1
Holidays spent at work this year: all

ALPINE RACER 2



SKIERS



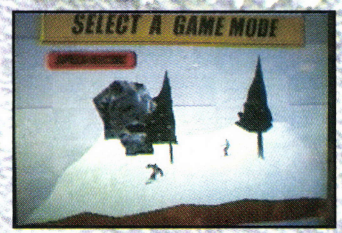
There are three types of skiers to choose from depending on what course you use. For example, the Mogul is the best jumper.

DIFFICULTY



There are two modes of difficulty: Hi Speed or Technical. Both are hard in their own right—the Technical being harder with more obstacles.

GAME MODE



There are two modes of play as well. Speed Racing is simply a race to the bottom. Gate racing is pretty obvious: ski in between the poles.

HI SPEED COURSE





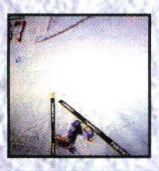




The next check is your first "Kuma" encounter!



Your mission: Fly in between the two poles. It's harder than it looks.



If you do fall hard, it does take quite a bit of time to get going again.



When you see the danger sign, it's time for a long drop, and then into the caves.





Obvious advertising or excellent display of graphics? Perhaps it's a little of both.

TECHNICAL COURSE





The checks are strategically placed to keep you going.



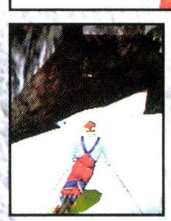
The slopes are quite a bit harder to navigate in Tech.





The technical course is bumpier and more dangerous than the Hi Speed course.







But it gives you more room to perform excellent jumps!







system: Arcade
theme: skiing
developer: Sega of Japan

SUPER G

strategy talk

Super G was shown for the first time at IAAPA last year. It was a total surprise, and it looks quite impressive. Super G (a working title I'm sure) is Sega's first skiing simulator, and the graphics are definitely on par with Alpine Racer and Surfer. A new addition to this machine are easier-to-turn foot pedals for edging around corners. You will find this absolutely necessary, otherwise you slam into walls constantly. Other than that, it offers a choice between Standard, Hi-Speed or Technical course. This guide shows Technical and Hi-Speed because standard is, well, pretty standard. The courses are then separated into "rounds" you must get through. The game is not complete as of press time, so it is unknown just how many rounds are in each course. The skis are every bit as responsive as other ski simulators, maybe even more than Alpine 2, which seemed hard to edge with (that game is not complete either). With the success of Alpine Racer 1, 2 and Alpine Surfer, it's obvious there's a market for ski game.
—Mark "Hairy Back" Hain

strat-stats

Percent complete: 60

Challenge: Moderate

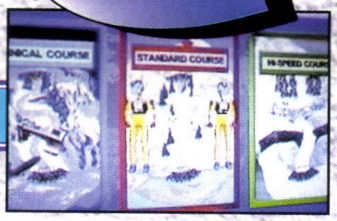
number of ski games reviewed this month: Too many

Percent of crop circles that turn out to be fake: Between 50-60

CONTROLS



This game is quite a bit like Alpine Racer 1 & 2. There are 3 different courses, and the skis are very responsive, though it is easier to edge the foot pedals.



HI-SPEED COURSE





The Hi-Speed course is plain and simple. Not many bumps or hills, just plain speed skiing. Unlike in other ski games however, you have no choice but to hit all the gates. It will give you much-needed time, and also a challenge.









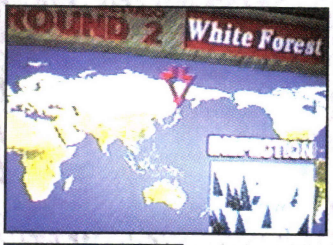


The beginning of the course will not give you too hard of a time, but watch the trees!









TECHNICAL COURSE

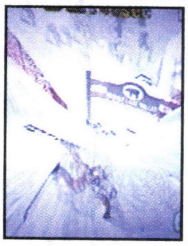




Some of the turns require a master skier to navigate.



The technical course is a different story. They added a few more obstacles to avoid, as well as a few hills you can really fly over. You will find yourself hitting walls quite a bit, so remembering to edge will help.

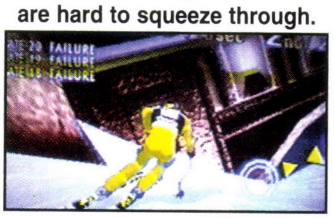




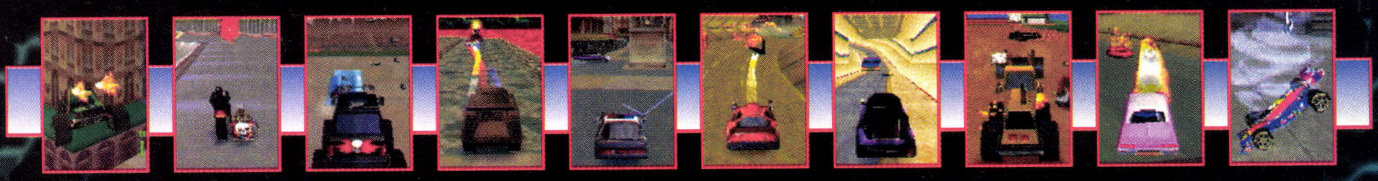
There are also tight areas that are hard to squeeze through.







Game Over



MR. SLAM

Simon Whittlebone was fired from his job and wants to build the tallest skyscraper. Calypso grants this one wish to the insane man. Atop his tower, Simon gloats until he falls off of his creation.













ROADKILL

Marcus Kane begs Calypso to make it all a dream. The mysterious patron agrees and Roadkill's owner awakens to find himself in a hospital. Around him are victims of a massive traffic accident...

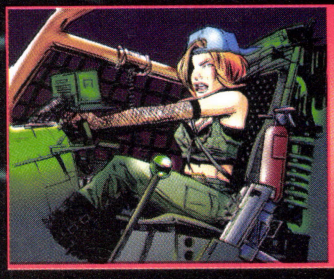
OUTLAW 2

Jamie demands to see her brother, so Calypso sends her into outer space. However, she has planned for Calypso's trickery and the car flies back to the safety of Earth.

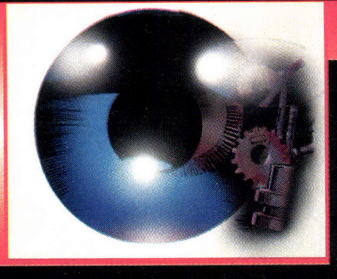












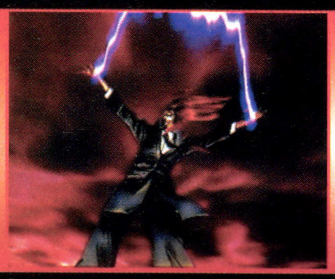
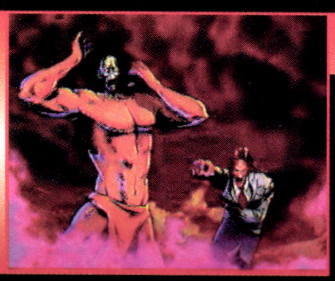
GRASSHOPPER

Krista grabs Calypso for a hug, revealing that she is an android sent to kill him. With a massive explosion, she and the devious one are killed. The LA Police Department thanks you for your help.

TWISTED METAL 2

PART 2

Each contestant gets what he/she wants most out of life. However, as the saying goes, "Watch what you ask for, you might just get it."

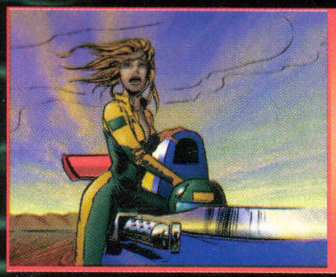
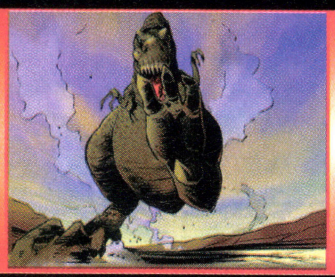
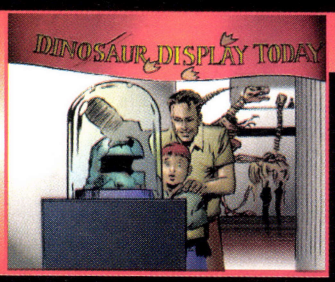
WARTHOG

Captain Roberts staggers to Calypso and asks to have the body of a 20-year-old. Calypso agrees, and the old man's body changes. However, his head is still gnarled and ancient.

SHADOW

Mortimer drops off his cargo of angry souls on Calypso's lap. The previous victims of the Twisted Metal competition start flying Calypso away. However, he escapes on an airplane.



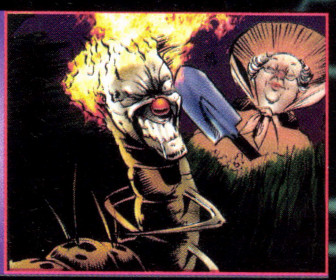
TWISTER

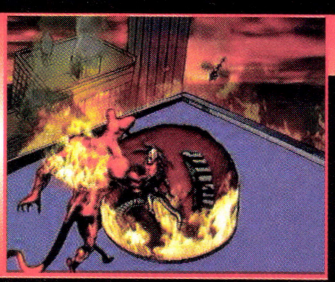
Twister wishes to go faster than anyone else has gone before. She breaks through time, causing havoc. One problem: She runs out of gas and becomes the lunch of a dinosaur. A tragic end.

SWEET TOOTH

Sweet Tooth wants to bug the world, and Calypso agrees by granting the strange clown a new form with which to scare people. Sweet Tooth is the bane of the insect world.





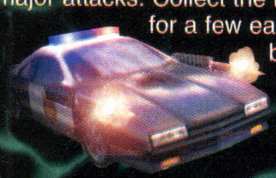



MINION

Minion is actually the devil who retrieves his stolen powers from Calypso. Kicking and screaming, Calypso is sent into hell. Minion says that Calypso can burn with his sister. A hint of a sequel?

HOW TO KILL OFF DARKTOOTH!

DarkTooth has two forms. The first is a giant ice cream truck that is susceptible to Napalm hits. These should be your major attacks. Collect the lightnings and peg him in the arena for a few easy shots. The second form is a bounding head. Freeze it and start mauling it with your deadliest attacks. As soon as he starts to move, freeze him again!






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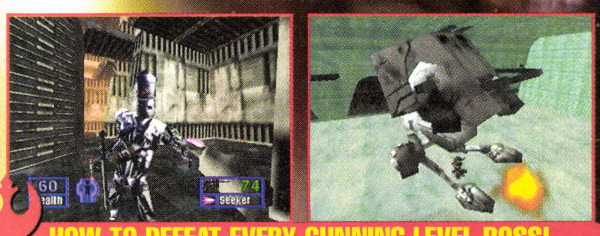
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Collector's #

Take a behind-the-screens journey into the most anticipated *Star Wars* project this year, Shadows of the Empire, for the Nintendo[64] game system! If you love *Star Wars* and want to see everything hidden in the Shadows game, this is the magazine for you!

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Next Month

ELECTRONIC GAMING MONTHLY

March 1997

The *EGM* editors are in the air flying to Japan once again to get more exclusive photos and information on the two hottest arcade games of 1997: Street Fighter III and Tekken 3. As usual, you'll find this exclusive information and pictures only in *EGM* and months before everybody else.

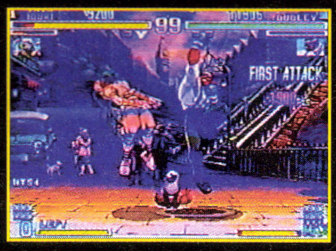
As for previews, our editors have been working hard on getting the first information on Swagman, Crypt Killers, Clay Fighter 3 and more. If the game is being made, you'll see it in *EGM* first.

Our Review Crew is already tearing into Mario Kart 64, Hexen, MechWarrior 2, Tenka and Mega Man 8. As you know, our crew is brutally honest and you won't see all high scores from them as you see in other mags.

Plus look for a special feature on a game with a "4" in it!!

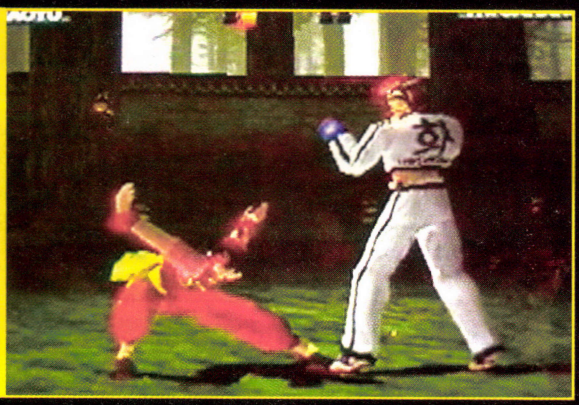


Don't buy a game until you see the ONLY unbiased reviews in the industry.



The *EGM* correspondents have located a test version of Street Fighter III! Watch for part three of our coverage!

FEATURE STORY



***EGM* broke the first news and pictures on the long-awaited Tekken 3. We're not done yet! Watch for part two of our world-exclusive coverage of this hot coin-op.**

EGM²

Tips, Tricks and Strategies from real gamers to real gamers

March 1997

Although the holiday rush is over, there are still plenty of games to get your hands on. Whether it's Scud on the Saturn, Mario Kart 64 on the N64, Spider on the PS or a 16-Bit title, we'll be covering all the bases to bring you the latest in-depth look at how to get you into the games to win.

It's getting to be that time of the year when fighting games rear their heads to do battle. This time the war is waged in the arcade and at home.

Although it may be a bit early, Tekken 3 and Street Fighter III will be hot on the presses, and *EGM²* will be there to tell you how it plays and what gamers will have to learn to become the new masters.

Also, on the home front, look for arcade ports like War Gods, Psychic Force and Soul Blade to heat up the competition. We'll give you all the moves and magic to get you on top fast and keep you playing like a pro.



Be sure to check out the latest tips and tactics for N64 games like Mario Kart.

FEATURE STORY



Activision now brings its hottest series to the PlayStation right from the computer. This version has several additions and alterations from the original. Check out all the differences and tips in this coming issue.



It's that time again: Yep, it's the annual fighting game craze as many new arcade games appear and others make their way home!

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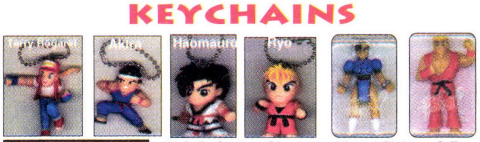
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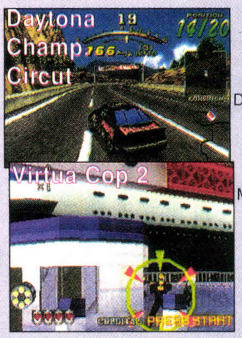


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NEW RELEASES & UPCOMING TITLES



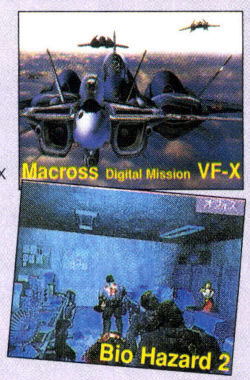
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Carnage Heat
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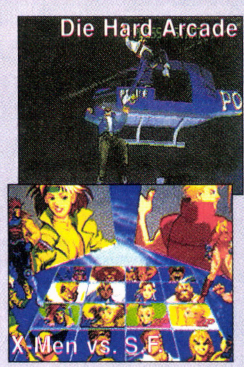


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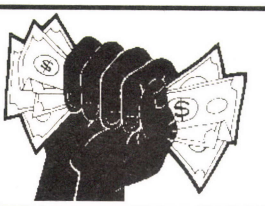
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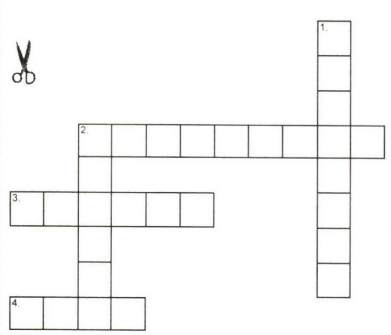
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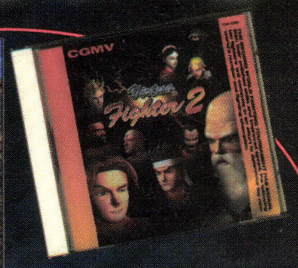
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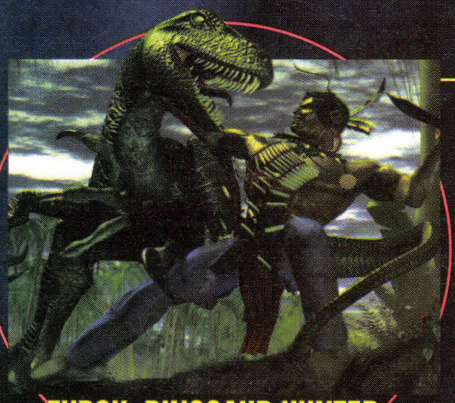
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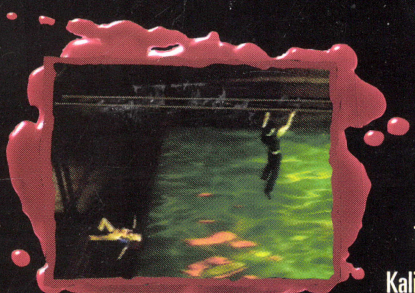
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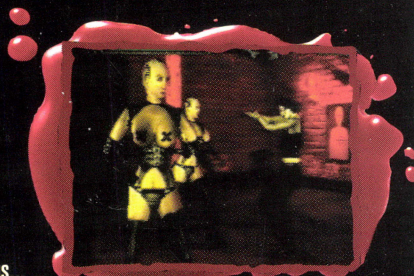
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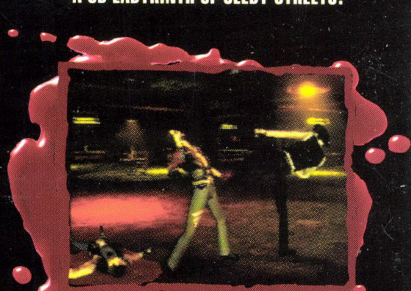
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